RADIANCE

EXPANSION KIT



A Radiance Roleplaying Supplement

Dario Nardi

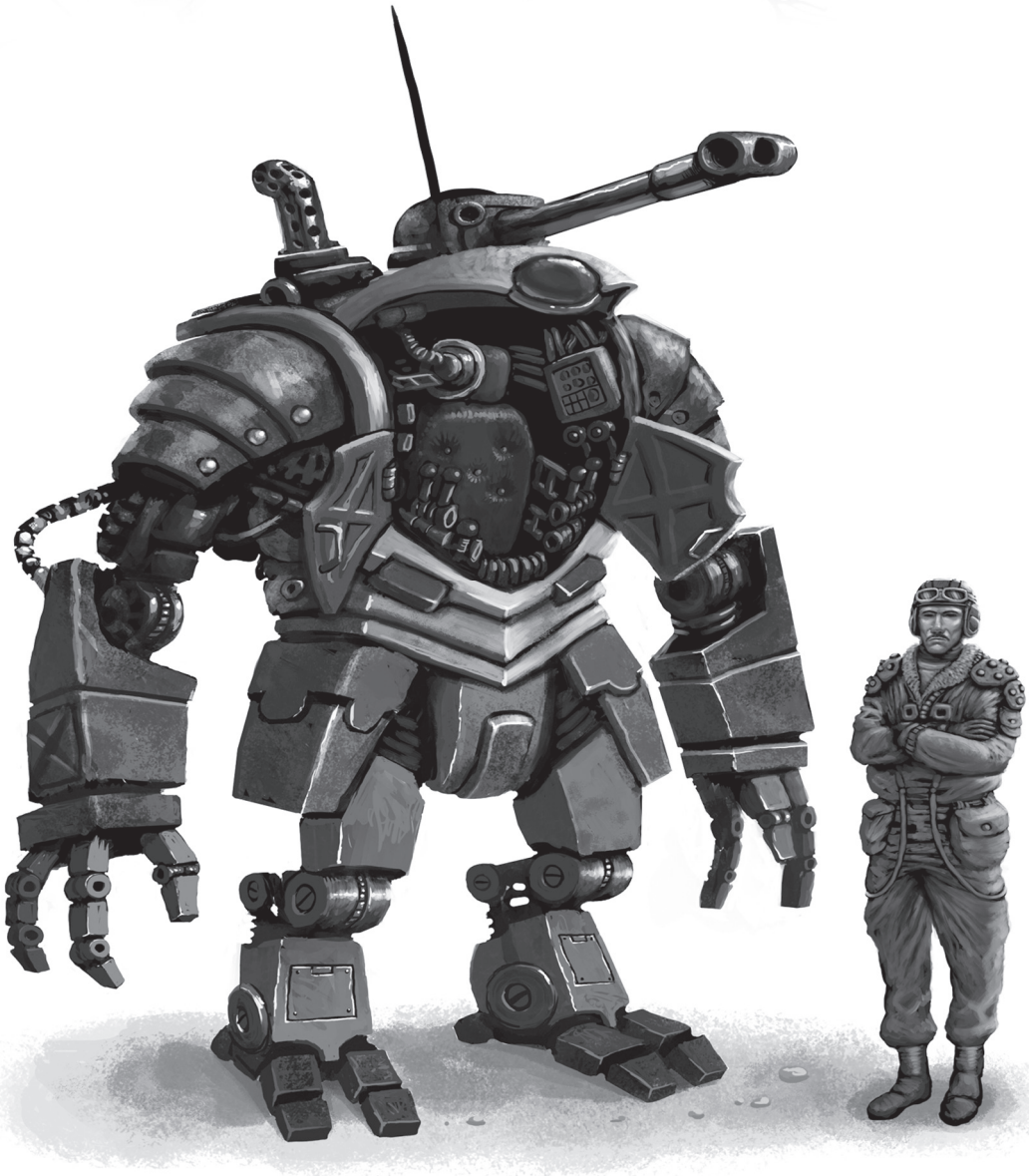
Radiance

Expansion Kit

For use with
Radiance RPG,

A D20/OGL
Role-Playing
Game

By Dario Nardi



Credits

Written by Dario Nardi, copyright December 2016 where not covered by the Open Game License on page 262. Cover illustration by Eric Lofgren and cover design by Dario Nardi and Judah Ben Jehoshua. Interior illustrations by Adam Schmidt, Chris Pritchard, Eric Lofgren, and Rick Hershey. On the cover: A gang of adventurers stands proudly with guns, holy symbols, familiars, and electric carriage outside its rural hideaway, which is protected by sigils and powered by a windmill.

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Contents

Chap 1: Expand
Many Options 4
Everything Here is Optional 4
What's Inside 5
Option: Character Disorders 5
Party Roles 7
Age of Electrotech 8

Chap 2: Kits
Table: Kits 10
Kit Descriptions 11

Chap 3: Races
Table: Races 16
Dynamic Characters 16
Races:
- Batfolk 17
- Elan 18
- Gan 19
- Ghul 20
- Moppet 21
- Shadeling 22
- Spriggan 23
- Theta 24
- Vanara 25
- Vodron 26
- Woodling 27

Chap 4: Classes
Table: Classes 28
Option: Split Moves are Free 28
Advancement 29
Option: Epic Characters 29
Key Terms 30
Using Abilities 30
Option: Maybe You Can 31
Party Roles 31
Classes:
- Abjurer 32
- Alchemist 34
- Battlemind 36
- Chronomancer 38
- Delvemage 40
- Dragoon 42
- Gadgeteer 44
- Goyle 46
- Grenadier 48
- Illusionist 50
- Lancer 52
- Lightbringer 54
- Magister 56
- Magus 58
- Marshal 60
- Priest 62
- Samurai 64
- Savant 66
- Summoner 68
- Technomancer 70
- Voidmage 72

Chap 5: Immortals
Table: Immortals 74
Key Terms 75
Making the Most of Challenges 75
Designing Your Own Immortal 75
Life Immortal 75
Noble Immortal (kit) 75
Immortals:
- Aspirant Angel 76
- Broken Gargoyle 77
- Cannibal Faun 78
- Evergreen Dryad 79
- False Dragon 80
- Franken Golem 81
- Immortal Hunter 82
- Lamp Genie 83
- Mystic Werewolf 84
- Phrenic Alien 85
- Restive Vampire 86
- Scarred Prophet 87
- Tyro Devil 88
- Unbound Ghost 89

Chap 6: Themes
Selecting a Theme 90
Table: Character Themes 91
Themes and Awards:
- Adept 92
- Assassin 93
- Aviator 94
- Beastmaster 95
- Celebrity 96
- Chronicler 97
- Counselor 98
- Crusader 99
- Cyborg 100
- Detective 101
- Ethernaut 102
- Exalted 103
- Feylorn 104
- Fiendward 105
- Fist 106
- Geomancer 107
- Host 108
- Industrialist 109
- Mechanaut 110
- Medic 111
- Metal-Urge 112
- Motorist 113
- Occultist 114
- Polytheist 115
- Roboticist 116
- Rocketeer 117
- Shade 118
- Sha'ir 119
- Soldier 120
- Spellbinder 121
- Steamknight 122
- Supernal 123
- Theurge 124
- Time Traveler 125
- Totemist 126
- Voidmain 127

Chap 7: Deities
Whence the Gods 128
Option: Supplicate Deity 128
Deities 129
Table: Deities 129
Scion 129
Alternate Realms 130
Table: Divine Realms 130
Deities & Boons:
- Aeolus, The Wind 132
- Anubis, Undying Judge 133
- Baal, Golden Chest 134
- Cosmina, Camber of Stars 135
- Cthulhu, Great Old One 136
- Dazo, Honorable General 137
- Ezri, The Iron Giantess 138
- Grungar, Bloody Eye 139
- Iblis, The Puppeteer 140
- Kronos, Time's Guardian 141
- Labat, Papa Gatekeeper 142
- Majareet, The Hearth Tree 143
- Mikulishna, The Swan Waif 144
- Minerva, Queen of Heaven 145
- Modekar, The Emerald Ape 146
- Neria, The Wave 147
- Noctorian, Wounded Heart 148
- Nornir, The Fates Three 149
- Pyros, The Furnace 150
- Shirvna, Of a Thousand Faces 151
- Terron, The Mountain 152
- Xyzok, Grim Harvester 153
- Yaba, Soulcatcher Crone 154
- Yeurgit, Purist Bliss 155

Chap 8: Alt Magic
Spell Kits 156
Option: Mana Points 156
Spell Materials 158
Spirits 160

Chap 9: Equipment
Armor 162
Weapons 162
- Exotic Firearms / Firearms Expert ...163

Gear 164
Property & Businesses 165
- The Skyrock Corporation 168

Steamgear 169
Electrotech 170

Chap 10: Magic Items
Charms 178
Potions 180
Basic Wonders 184
Intermediate Wonders 187
Advanced Wonders 192
Paragon Wonders 196

Chap 11: Magitech
What's Magitech? 198
Life with Magitech 198
Engrams 199
Ethertech 201
- Table: Ethersite Options 201
- The Etheric Realm 202

Void-tech 203
Voidcraft 206
Resources for Void Adventures 206
Strider Voidcraft 207
Worlds of the Void 208
Star Maps 208
- Table: List of Void Worlds 209

Chap 12: People
Townies 210
Factions 233

Chap 13: Creatures
Mass Combat 234
Cabal 235
Draga 236
Housebot 237
Kibble 238
Mecha 239
Mob 240
Posse 241
Squad 242
Vivilor 243
Critter Descriptions 244
Critters as Familiars 248
Option: Critter Characters 252

Insanity Cards 255
Blank Void Grid 256
Tech Market 257
Index 258
Character Sheet 260

Chapter 1
Expand



"Quinton and his warmech pal Halix took positions as technicians at the new factory in order to spy on its two 'founders', one of which is a demon."

This book is a supplement for the Radiance RPG table-top role-playing game. It relies on the popular Open Game License, which covers the world's most popular fantasy role-playing games. With this supplement, you and your friends can explore new settings and dramatic character-building options. You can research cthulhu secrets, barter across time, ply outer space in a voidcraft, quest as a vampire, program a polyhedral robot, capture and sell souls, or just hire an exterminator to clear a nest of giant rats, among many other options.

Many Options

What kind of strange world is home to barbarians and technomancers, witches and artificers, dungeons and spacecraft? Many disparate options can tax believability. Here are a couple of approaches.

Use what you like: This adventuring toolkit is modular. There are many settings to explore such as ancient times, the renaissance, the prohibition gangster era, and outer space. Select the races, classes, gear, and so forth that fit the world you have in mind. If you want traditional fantasy, great. Just exclude electrotech. Or if you want minimal magic, just exclude spellcasting classes and limit gear to mundane items, electrotech, and perhaps potions.

Use it all, somewhere: Different settings can coexist, spread across the globe. In the real world, at the turn of the last century, peoples of various nations enjoyed and suffered dramatically different lives. Some bustled in dense electrified urban centers full of foul factories, early cars, and nascent aircraft. In contrast, many others lived in rural villages that prospered untouched by time. A fair number of folks lived their days in the wide and awkward spaces in between.

To get more specific, here are three ways to build a world that's home to both old and new, magic and technology:

1) Fantasy First: Start with a fantasy setting and add technology in specific locations. Perhaps characters visit a city state built on the ruins of a crashed alien spacecraft or delve numerous scattered ruins that were once home to a fallen civilization. Perhaps aberrant aliens are invading your medieval fantasy lands, bringing strange gadgets that defenders must learn to survive.

2) Modern First: Start with a mundane modern setting akin to Edwardian England and generously sprinkle in magical and monstrous elements. Perhaps angels and demons, vampires and werewolves, witches and wizards lurk in the shadows or in parallel dimensions. The world might be suffering an incursion by technomagical forces. In a large and varied world, magical traditions likely thrive in high mountain monasteries, ancient jungle islands, and musty tombs.

3) Technomagical Fusion: Perhaps your world existed long ago and far away or perhaps it lies in a future where technology is so advanced that it is indistinguishable from magic. Such a setting is a select blend of elements. To perfect that blend, you might wish to start with a core concept such as Atlantis and then choose game elements such as classes and themes that clearly support that concept.

Everything Here is Optional!

As the title Expansion Kit implies, this book is a toolbox of options to enrich your adventures. Some options are familiar like more races, classes, and themes. Others such as kits and immortals allow you to explore in directions that may or may not fit with the world you have in mind. In particular, kits allow characters to take up lives and progress outside of traditional adventuring. More fantastically, characters can become immortals: angels, dryads, genies, vampires, and so forth. All of these options are mechanically balanced using design points (RPG, page 39), but check with your GM to ensure a good fit.

What's Inside

Here is a chapter-by-chapter outline of this book.

Chapter 1: Expand—Outlines 25 key ideas to run games in an "electrotech setting" that includes seemingly disparate elements such as magic, technology, mass media, secret societies, monsters, civilized urban areas, dungeon delves, space travel, divine intervention, and modern warfare. Also introduces 6 play styles.

Chapter 2: Kits—Details ways to customize characters before, during, and even after their adventuring career, with a focus on what happens during "downtime" with family, factions, and such.

Chapter 3: Races—You will find 11 new races from the surly and tech-wise batfolk to the patient and wise woodling. Some races like the elan, ghul, theta, and vodron are ideal for more Victorian, electrotech, and science fiction settings.

Chapter 4: Classes—Presents 21 new career options such as alchemist, chronomancer, dragoon, illusionist, magus, samurai, technomancer, and voidmage. You will find many dozens of new feats and spells that offer innovative and compelling problem-solving and role-play options in a variety of settings.

Chapter 5: Immortals—Want to play a werewolf or vampire? Any mortal can become a monster of sorts, either instantly or slowly with advancement. This chapter offers 14 "monster character" options from aspirant angel to unbound ghost that allow characters to travel with their mortal companions, with a mathematically balanced set of powers and challenges.

Chapter 6: Themes—Describes 36 new narrative paths including the Assassin, Aviator, Detective, Ethernaut, Industrialist, Medic, Occultist, Rocketeer, and Spellbinder. These themes are open to characters of most classes and guide characters to unique awards that reflect their history, exploits, and goals.

Chapter 7: Deities—Adds 24 new deities and their afterlife realms. Become a disciple of the elements like Aeolus, The Wind or Terron, The Mountain. Find succor in more modern deities like Ezri, The Iron Giantess or Kronos, Time's Guardian. Every vile deity like Cthulhu, Great Old One or Yaba, Soulcatcher Crone, is balanced by a holy deity like Cosmina, Camber of Stars or Minerva, Queen of Heaven. As usual, deities offer single-use abilities called boons. The scion class is also described here.

Chapter 8: Alt Magic—You will find spell kits, easy-to-add rules for spell material components, and 14 entities that occultists can bind to briefly gain great power. Includes an optional rule for setting aside some of a caster's vitality as mana points.

Chapter 9: Equipment—Includes new armor, weapons, adventure gear, business properties, and of course more electrotech.

Chapter 10: Magic Items—Introduces charms, 4 pages of new potions, and over 100 new wondrous magic items!

Chapter 11: Magitech—Introduces devices that blend magic and electrotech, including engrams (robot or cyborg implants), ethertech, void-tech, voidcraft, and resources for charting and exploring worlds amidst the Void. This chapter is well-suited to fantastic technomagical settings.

Chapter 12: People—Presents 100 new pre-made townsfolk. Townsfolk vary from the archeologist, banker, and card shark to the brains collector, transmoglomaniac, and vermix. Characters might hire, work for, fight, or… ahem… patronize some of these folk. High level characters may even start their own towns!

Chapter 13: Creatures—Details mass combat rules, the mob and squad as "group" creatures for mass combat, household robots, a few other monsters, and three dozen "critters". Critters are smallish mundane animals found on farms and homes as well as the wild. They can be magical familiars or characters in their own right.

The Players Guide & Masters Guide

This book is useful to both players and GMs. It requires the Radiance Players Guide, which introduces the Radiance roleplaying game. You can find a free PDF of this book at www.RadianceRPG.com. It also works with, but does not require, the Radiance Masters Guide, which details traps, maps, monsters, and other essentials for GMs.

Option: Character Disorders

In a world where aberrations, fiends, and the undead threaten taint and insanity at every turn, characters often seek ways to remain sane. Fortunately, any character can gain a Disorder, which—ironically—provides reprieve from threats to one's sanity. Each disorder offers benefits and hindrances that cancel each other out. A character can take a disorder for free, and the disorder subsides only when the character remains free of insanity (0 taint points).

Disorder: Treat your Wisdom score as 4 points higher than normal when determining how much taint you can withstand before going insane. In exchange, you suffer a chronic psycho-physiological disorder. The disorder never impacts combat. In combat, you always function normally regardless of the disorder's stated effects. In contrast, at some point in every non-combat encounter, there is a 50% chance that you say, do or show something that "accidentally" highlights your disorder. Select 1 of the 9 disorders below.

Acute Paranoia (Fear): "They" are out to get you. Each morning, roll 1d6: 1-2) Suffer a -5 penalty on Insight checks and view strangers as foes; 3-4) Suffer a -10 penalty on Insight checks and view 1 ally as a foe; 5-6) No penalties and deny any paranoia. When viewing an ally as a foe, you look for excuses to expose them, evoke them to attack you, or put themselves in harm way; however, you do not initiate combat with them except as you would normally.

Delinquency (Envy): You tend to steal and cause property damage. Each morning, roll 1d6: 1-2) You make 5 attempts that day to steal (Trick checks) or destroy (Strength checks) items belonging to someone else, but return or discard the items them later out of guilt; 3-4) You only make 2 attempts; 5-6) No delinquency that day.

Distorted Perception (Lying): Each morning, roll 1d6: 1-2) Strong distortion, suffer a -10 penalty on Perception and Insight checks, with a negative result indicating confidence in a false reading for the day; 3-4) Weak distortion, suffer a -5 penalty on Perception and Insight checks; 5-6) no distortion.

Lavish Spending (Greed): You over-spend due to gaming, lavish treats, generosity to allies, or other reasons that make sense to you at the time. Each morning, roll 1d6: 1-2) You spend 2x as much on any purchases made that day, including food and lodging, up to 300 gp extra; 3-4) You spend 10% more (min. +1 gp) on any purchases that day, up to 30 gp extra; 5-6) Normal spending habits for the day. Over your career, you spend no more than 2,000 gp extra.

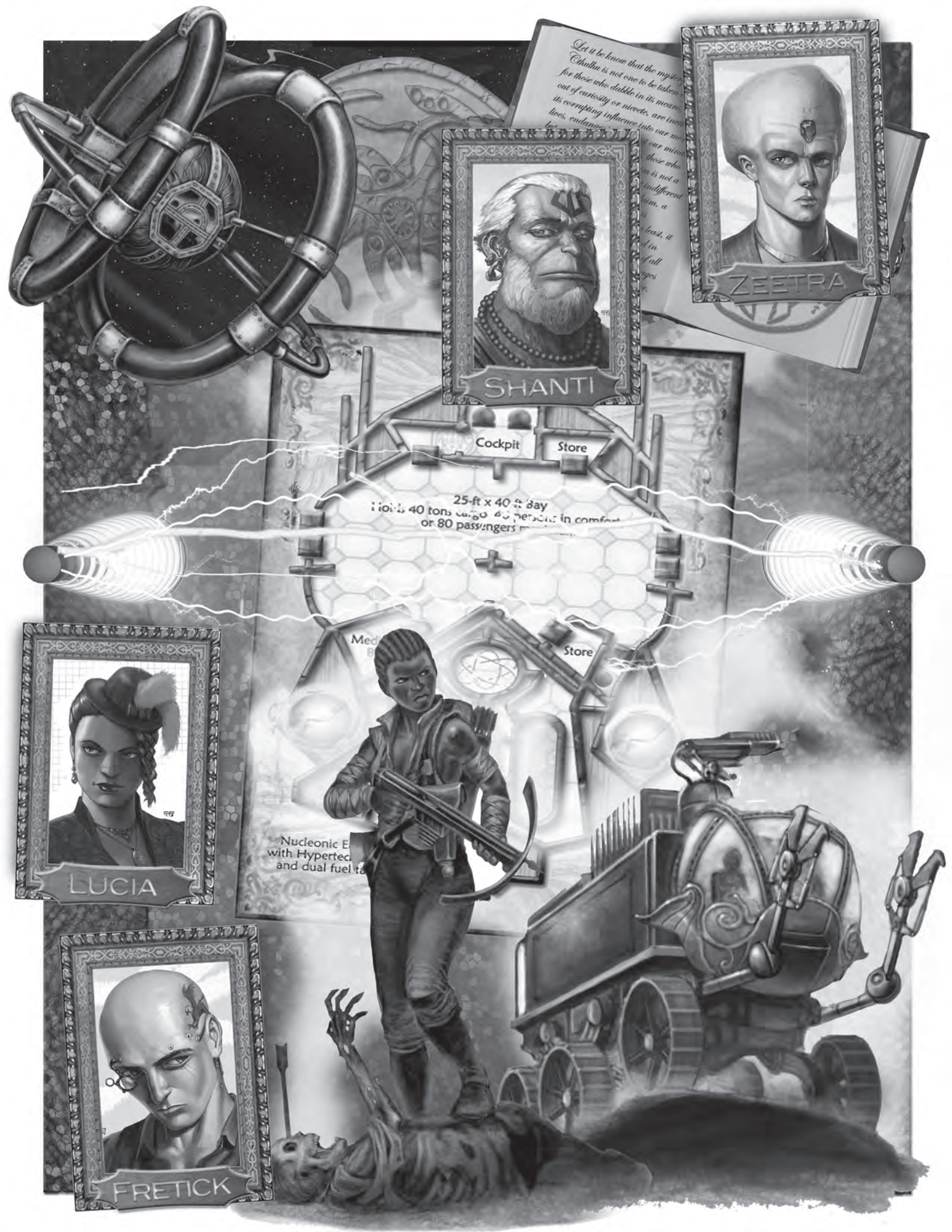
Multiple Personalities (Pride): Each morning, roll 1d10 to learn what you display: 1-4) your true alignment, 5-6) any evil alignment, 7-8) any chaotic alignment, 9-10) the lawful good alignment. For each result, you identify with a different name, set of goals, and life story, as if you had multiple personalities.

Nightmare Insomnia (Sloth): Each morning, roll 1d6: 1-2) Exhausting nightmares, start the day with -3 vitality and fatigued, even if normally fatigue resistant; 3-4) Minor depression, start the day with -3 vitality; 5-6) Suffer no vitality penalty.

Rage Attacks (Wrath): You are prone to verbal and physical outbursts that are vigorous but clumsy. Each morning, roll 1d6: 1-2) Apply +5 Intimidate, -10 Diplomacy, +2 damage, -2 on all d20 rolls; 3-4) Apply -10 Diplomacy; 5-6) No modification.

Sexual Deviancy (Lust): You harbor an atypical attraction. Options include sadomasochism, inversion, necrophilia, etc. Pick a creature type (usually person), sex (male or female), and stance (dominant or submissive). Whenever you meet a creature with that type and sex, you must resist using Will (against its attack) or feel compelled, aggressively if needed, to consummate your attraction using the favored stance. Lasts 1 round (if resist) or 1 hour (if fail).

Substance Abuse (Gluttony): Each morning, roll 1d6: 1-2) Heavy abuse, lose 2d6 gp and suffer -2 on all d20 rolls for the day; 3-4) no abuse, suffer -1 on all d20 rolls; 5-6) light abuse, lose 1d4 gp and no penalties. If you lack the gp to pay, you are instead suffering withdrawal symptoms.


ZEETRA
SHANTI
Cockpit
Store
25-ft x 40 ft Bay
Store
LUCIA
FRETICK

Party Roles

Besides a character's statistics, background story, and adventure goals, you can play a character as yourself or as someone less like you.

Below are 6 party roles. You may or may not recognize your favorite role. You may see yourself as a mix. That's okay. There is a benefit to picking a role as a prompt during play. Also, including most or all of the roles within an adventuring party can energize the game table and keep the adventure flowing quickly.

The roles are organized into columns and rows. More fast-paced and proactive roles are on the left. More slow-paced and thoughtful roles are on the right. Moving down, there are builders, engagers, and destroyers. Also, roles in the same row complement each other. For example, the Aide carries out the Boss's strategies. This helps players leverage each other's actions. Roles that are diagonal to each other tend to work less effectively but all are useful. Trying the listed behaviors is a quick way to break stereotypes.

You can start with a party role in mind and create a character to support that role. Or you can create a character as usual and then locate which role is his (and your) best-fitting "home base". For example, a drow rogue is a great fit for a Lurker role. However, in the right hands, he can be a crafty puzzle-solving Sleuth or even a determined Boss.

You can print the boxes below or use them as reference cards during a game. Then after the game session, the GM may offer a +5% experience point reward for playing one's role exceptionally well.

Boss

Organize and task the party and allies toward shared goals.
Faster-paced, proactive builder

» Identify the party's goals.
» Note everyone's resources and what they need.
» Develop and oversee a party strategy.
» Assign party members to roles for various encounters.
» Identify townies and such to hire.
» Brief the party on the strategy.
» Keep everyone busy, on task, and in line.
» Protect allies as needed.
» Step forward to actively resolve intra-party conflicts.
» Stay confident and take responsibility for failures.

Aide

Support the party and allies, scan for trouble, and avoid problems.
Slower-paced, thoughtful builder

» Ask who needs help and what still needs to be done.
» Gather resources for the party and allies.
» Prepare yourself with backup plans.
» Look to the boss and faithfully execute the party's plans.
» Scan for (hidden) dangers.
» Spend resources to keep the party safe.
» Provide healing and other aid.
» Avoid unnecessary trouble and avoid anything too risky.
» Focus on the good of the whole party.
» Clean up the party's messes and help fix mistakes.

Face

Inspire and energize everyone with fun, excitement, and surprises.
Faster-paced, proactive engager

» Seek out and talk to non-player characters and even monsters.
» Offers deals, options, and ideas.
» Use diplomacy, romance, and humor.
» Add a bit of drama and confusion just for fun.
» Raise allies' morale and encourage action.
» Embarrass foes with zingers.
» Trust the element of surprise.
» Talk first, then act, then talk again.
» Stay idealistic and positive, holding to your ethics and morals.
» Take some chances, step out of "the plan", and invite danger.

Sleuth

Observe and question to figure things out and smartly solve problems.
Slower-paced, thoughtful engager

» Observe and ask a lot of questions.
» Do research before and after encounters and adventurers.
» Watch how others' react.
» Try small actions as what-if "experiments".
» Avoid or wait out difficult challenges.
» Keep notes, draw maps, list clues, and so forth.
» Note what you need to learn or use to solve problems.
» Figure out your hidden foe and/or overall big picture.
» Brainstorm and share possible solutions.
» Delay acting until you figure things out.

Brute

Attack and devastate foes with force, speed, and noisy impact.
Faster-paced, proactive destroyer

» Work out your tactical options for various situations.
» Know everyone's strengths and weak points.
» Maximize your potential impact (weapons, abilities, etc).
» Identify immediate threats.
» Engage foes directly.
» Shoot first and ask questions later.
» Keep going until the area is secure.
» Use force to change the equation.
» Be okay with collateral damage among allies, hirelings, etc.
» Intimidate, show off, and impress creatively.

Lurker

Use deception, infiltration, and leverage to quietly defeat foes.
Slower-paced, thoughtful destroyer

» Work out your cover story and false identities.
» Know who is easy and hard to dupe.
» Protect yourself and stay hidden as often as possible.
» Figure out others' secrets (to use as leverage).
» Lie, cheat, and steal.
» Insult foes and be vague with allies.
» Use disguises, invisibility, and stealth.
» Infiltrate, poison, and sabotage foes.
» Keep a (secret) patron.
» Accumulate IOU's for when you need favors.

Age of Electrotech

Radiance RPG presents fantasy elements along with industrial technology. What kind of society might result? You can draw upon the 25 points below to develop adventure hooks, news stories, character backgrounds, and more. These points assume a pseudo-Edwardian nation called Avalon as a home base with the option to visit other places on a mythical world called O'arth.

1) Magic requires radiance. Whether rare or common, magic requires a mined substance called radiance (RPG, page 190).

Who gets to mine, process, distribute, and use it? Likely, every nation and faction focuses on securing this precious commodity while developing electrotech alternatives. Entire adventures might revolve around the obstacles and evils of gaming the radiance market.

As with anything rare and precious, middlemen jostle to benefit while busybodies seek to regulate it. Across much of O'arth, only licensed businesses can sell to registered consumers, while a thriving black market offers radiance at greater expense. All the while, supply and cost may fluctuate dramatically.

2) Magic & technology vary widely. In the real world at the turn of the last century, nations stood at very different places in terms of technology and standards of living. So too among the nations of O'arth.

For example, the people of Avalon enjoy electrotech and embrace the more positive and productive uses of magic. In contrast, their largest colony, Ozbee, lacks natural radiance and embraces electrotech. Meanwhile, Ozbee's restive tropical neighbors, nested along The Tempus, rely on primitive means such as stone tools and dark magic, and their ancient ruins speak of a lost age of powerful spirits.

Given the plethora of options in Radiance RPG and the mediocre nature of travel and communication, adventurers can visit vastly different places around O'arth.

3) Nationalism reigns. There are many race options—actually, species of sentient beings. Is a nation mostly human or some other "race", or is it a melange of differences that somehow get along?

Historically, a people thrive together because of shared culture—that is, norms, values, and goals they agree on. Adventurers should not be surprised when, say, 2 elves get on better with their fellow countrymen, be they dracks or tieflings, than with each other, particularly if their nations are rivals.

In Avalon, when humans arrived on its shores centuries ago, elves already claimed its forests as home. Years of conflict led to accommodations such as forest sanctuaries and allegiance to a half-elven crown.

A band of adventurers should be nationally diverse if they wish to be well-received when traveling afar, and similarly such parties may experience their own nationalist rivalries.

4) Culture drives everything. The Radiance Players Guide (pages 248-250) introduces 4 broad cultural categories: primal tribalists seek survival, medieval feudalists seek salvation, enterprising colonialists seek progress, and decadent imperialists seek pleasure.

While many nations sit securely within a category, others are in transition or polarized between competing ways of living. In the enterprising kingdom of Avalon, people strive for practical progress. Activities like building factories, inventing new electrotech devices, and using magic to heal people are all expressions of progress and tolerated if not warmly welcomed.

Each character will hail from a particular culture and might even take a cultural ability in lieu of a racial ability.

5) Most people are traditional. In Avalon and much of O'arth, people value their history, holidays, founders, foods, and so forth. They celebrate their heritage, labor to feed their families, mistrust foreigners, eradicate monsters, patronize well-rated businesses, pray to popular deities, turn to authorities in times of need, expect others to pull their weight, dislike violence and deceit, promote marriage, and generally trust what they know in a dangerous, magical world.

Most people also make room for the unusual, notably in thanks or to benefit themselves and their allies. Adventurers—in light of their heroics—will likely be judged in an egalitarian light.

6) Social class matters. Do you carry noble blood? What is your social class? In many societies, a person's social class signals his background and likely behavior, education, and ethics.

Perhaps more in Avalon than many other lands, characters are encouraged to mind their manners, clothing, and such. Ladies and gentlemen, from hats to drawers, wear their social standing.

Of course adventurers may decide to act out as odd birds. Only repeated interactions will clarify their true qualities.

7) Monarchy remains, but.... Industrial nations can thrive, at least for a time, under a wide variety of governments, from autocratic or military rule to oligarchies and theocracies.

The nation of Avalon embraces democracy as progress, and its monarchy is weak compared to centuries past, but the people still listen at Queen's Speech because the crown provides a steadying counterpoint to the daily upheavals typical of thriving industrializing democracies.

Wherever they travel, characters will likely encounter groups, from moguls to rebels, who wish to earn their aid in subverting or supporting a local or national government or its crown.

8) People travel more easily. It's a big world, and varieties of conveyance and communication, from dirigibles and telegraphs to dream travel allow people to explore, trade, and report back. Trips are long by modern standards—weeks to months rather than hours or days. But they are far faster and safer than walking or travel by horseback.

Adventurers will be aware of other nations, even those on the other side of the world, and may take long voyages far from home.

9) News follows you. There are newspapers, radio stations, and perhaps other technologies, not to mention spells and magic items, to communicate across long distances.

Villains and heroes may end up on the front page of newspapers and wanted posters even far from where incidents occur. Adventurers will hear of opportunities over the radio or perhaps a special channel. Characters should also be careful to cover their tracks unless they wish to become media sensations, and those who think they can control their press coverage are likely mistaken.

10) Mind the law. With widespread communications and strong national borders and bureaucracies, characters are advised to obey the law and stay alert for those with the vast gold and legal expertise to buy the law in the name of safety and security.

11) Cities are big, even huge. Unlike medieval hamlets, a big town is tens of thousands of souls and a metropolis may be home to several million souls. Size grants anonymity and variety, with marketplaces large and small, grand public spectacles, many diverse neighborhoods within cities, and more.

In cities, adventurers can just wander a few blocks at most to find everyday items; conversely, they will likely need to tap contacts, hire a private investigator, utilize an index of businesses, or call upon magic to locate specific targets.

12) People specialize. In Avalon, there are no generic commoners much less generic wizards. Any nation with a large population, ample educational options, and diverse infrastructure will inevitably encourage people to specialize.

Characters can seek to employ townies hailing from 200 townie professions. Characters should strongly consider taking hirelings and building businesses to employ specialists full time to patrol neighborhoods, craft magic items, conduct detective work, and so forth.

13) Commerce is everywhere. A single city block might be home to dozens of businesses. Some are family owned and give personal service. A few act as cover for illegal activities. Still others are outlets or franchises for large companies that feed fortunes.

One block is a mere microcosm. With nationwide marketplaces and millions of consumers come opportunities for astonishing wealth, multi-national corporations, and shocking corruption.

The owners or major stockholders of an international business might reap 1,000 gp every single day. Every year brings another dragon's hoard and every decade paves a city's streets in gold.

Most of one's fabulous business income will cover expenses and never appear all at once in the same place. That said, heroes and villains ought to mind the value of vaults (mundane, magical, and extra-dimensional), financial records (real and fake), espionage to learn trade secrets, and sabotage to gain an upper hand.

14) Progress is threatening. Industrialization tends to eliminate traditional jobs. Assembly lines, magical looms, robots, and such don't require feeding, rest or civil rights.

As a counterpoint to factory machines and home appliances, brave common folk seek to sustain human needs through labor unions, political movements, cult-like communes, and secret cabals. Characters will likely witness and perhaps participate in strikes, rallies, sabotage, spying, journalism, and other forms of rebellion.

Despite one's best efforts and powerful divinations, the course of progress is often very hard to chart much less influence or harness.

15) Monsters lurk. If daily drudgery and a myriad of societal changes aren't enough, monsters lurk in more than penny dreadfuls.

The Old World and its supernatural denizens are neither gone nor forgotten. Vampires and werewolves, harpies and medusae, ogres and trolls—these denizens of purgatory and twilight hide in distant tombs, the wilderness, and urban shadows. Meanwhile, new threats like mechanites and tronixes are emerging.

Despite the best attempts at eradication, monsters linger if not prosper. Those that disguise their form are the most recalcitrant, and, ironically, ever greater use of magic to fight them may be acting as a beacon or conduit to summon and sustain them.

16) You are the heroes. As a counter-force to monsters and the machinations of corporations and warmongers, exceptional people stand as heroes—and sometimes, the worst of villains. Among these are immortals, hierians, and adventuring heroes.

Adventurers are unlike townies, alders or patrons. Their destinies and abilities are extraordinary and often unnatural. At best, they are very helpful misfits. At worst, their power overshadows their humanity to cause more harm than good. People and governments abide them as a best defense against worse terrors and hope that the heroes rein in each other as needed.

At times secret societies, divine missions, and alien beings seek to train and tame adventurers.

17) Gods are real, but.... There are numerous gods and they grant boons. Or perhaps there are various idolatrous traditions and magic can manifest faith in mysterious and powerful ways.

Lawful and good deities like Solari are popular. The fun-loving ones like Corvis are given a pass. Mostly, society rejects evil or destructive deities such as Thulzuur, though their cults attract those seeking power, vengeance, eternal life, beauty, gold, lore or other benefits.

Fringe scholars propose that deities are manifestations of gigantic techno-chrono-magical machines that are hidden across the globe in various epochs. These sentient machines maintain psychic links, astral records, and energy channels across the span of space and time.

18) There are factions, fronts, and secret societies. Often ancient and half-secret, factions from Blood Masquerade to Wraith Daggers span historical eras, ruinous upheavals, and national interests to push their own agendas.

Fringe scholars, underground papers, and secret radio channels speak of grand conspiracies as they link persons, events, and factions. Seemingly, everyone who's anyone has something to hide. Mysteriously, the factions, their occult symbols, and types of monsters align with the calendar constellations, suggesting "the mortal coil" is a mere manifestation of a magical weave that suffuses the multiverse.

Once characters make a splash, or maybe years beforehand, factions will likely seek to recruit them.

19) Magic is old and new. When the luminous age of electrotech first dawned, magic was mostly myth or odd practices. Then a half-elf Avalonian defined the use of radiance as a science, launching a social, cultural, and economic revolution.

Now, whether in royal colleges, individual mentorships or underground covens, people strive to make sense and use of magic. On average only 2% can master magic. But among millions of people, that is a sizable number.

While dark magic is usually frowned on or outlawed, and there's some mistrust of the magically inclined, most Avalonians accept magic that heals disease, wins wars, and eases commerce and exploration.

20) War is a ticking bomb. Guns kill with ease; dirigibles spy and rain hell from the sky; and a myriad of technologies for killing, from poison gas to colossal ergos, make war profoundly deadly to both soldiers and civilians.

To combat these innovations, people turn to magic, placing curses and evoking shuddering cones of cold. They summon angels, fiends, and genies. Nations tread carefully, signing treaties, laying traps, and stealing secrets. The result is a false peace.

The worst kept secret is the development of nucleonic weapons, which can be detonated in enemy lands, delivered by rockets, or dropped from the Void. As the suffering survivors in the Poisonwastes of Kethic and Xoar already know, a world war would shatter O'arth.

21) Space is the next race. Imagine rocket fuel spiked with radiance, the secrets of void travel unravelled by potent divination magic, or teleport spells that whisk one to the moon.

Only a few nations, Avalon among them, are launching rockets and voidcraft. Radiance ore hides on nearby asteroids. Great weapons can dominate the globe from orbit. Strange signals and ancient tablets describe the Void as a fount of answers regarding aliens and deities.

Presently, there are small orbital stations and several dozen off-world colonies. What's happening and what really lies far out in the Void are mysteries for the greatest of all adventures.

22) We are not the first. The recorded histories of the O'arth's current nations are but a mote in the age of the world.

From arcane monoliths to sunken cities and timeworn technology, it's clear that other peoples and beings have inhabited O'arth, perhaps millennia past. Indeed, past, present, and future mix in strange ways, such as ruins dating from the future or modern Avalonian conveniences appearing in bog sediments millions of years old.

Avalon is built upon the heart of an ancient elven kingdom. Elder elves keep secrets, perhaps including the origins of all peoples.

23) There is a temporal cold war. In a multiverse of magic, time is malleable. The presence of chronomancers and time travelers, though very rare, suggests a means of temporal travel. A sufficiently curious Avalonian can locate serials and manuals that elaborate "future histories", wherein time itself is a battlefield.

Fringe scholars claim Avalon sits in the eye of a temporal vortex where its descendents, called Vytorians, strive to protect the whole world from a future invasion of aberrant and alien beings. Vytorian agents must subvert persons, ideas, and technologies that they know will endanger a future O'arth.

24) Mortal minds are fragile. As the disorders on page 5 suggest, all is not well in our frail brains. A mortal's greatest foes may lie within his own unconscious, individual and collective.

With dark monsters and magic come curses, taint, and insanity. Paranoia, insomnia, and other disorders are defenses against terror.

Adventurers who believe they are above their own fragility may die inside before any monster slays them.

25) The world needs Heroes. In such a complex and dangerous world, who will investigate strange crimes, explore ancient burial mounds or odd lights in the sky, steal plans to electrotech or magic, belay an aberrant invasion, thwart a zombie plague, stop a nucleonic war, and otherwise keep people safe? Avalon and O'arth need heroes! They need you!

Chapter 2
Kits



"Lady Jessiret's annual spring picnic attracts the relations of the moneyed, powerful, and storied, including adventurers on downtime from quests."

This chapter describes how to customize characters before, during, and even after their adventuring career.

Table 2-1 below lists 36 kits characters can take. A kit equals 1 level. Each kit has a prime attribute that represents its theme and demands. There are 3 ways to take a kit. Before an adventuring career, you can start play with a kit with level 0 in your class; after earning 5 XP, start your class as usual as if level 1. Or, you can sojourn with a kit during downtime between adventures. Finally, after retiring from a life of harrowing quests, you may take a kit (or several kits) over the rest of a character's lifetime.

Table 2-1: Kits

Ardent Investigator	Int	Monastic Disciple	Wis
City Guard	Str	Motor Hound	Dex
College Student	Int	Property Investor	Int
Community Shepherd	Cha	Psychic Reader	Wis
Darklands Dweller	Dex	Racial Exemplar	Cha
Dauntless Devotee	Con	Redeemed Debtor	Con
Dissolute Gambler	Dex	Risen Quester	Wis
Endtimes Hunter	Dex	Rugged Survivalist	Wis
Energized Evangelist	Cha	Spartan Trainee	Con
Faction Hand	Str	Stalwart Veteran	Str
Family Guardian	Wis	Street Ruffian	Dex
Fetching Courtier	Cha	Talented Celebrity	Cha
Fine Crafter	Dex	Technics Engineer	Int
Hardened Inmate	Str	Tough Gladiator	Str
Intrepid Traveler	Con	Urban Sophisticate	Cha
Iron Homesteader	Con	Venture Capitalist	Wis
Irradiated Mutant	Con	Void Trekker	Int
Medical Alchemist	Int	Wild Warrior	Str

The choice of kit depends greatly on a character's daily routine and environment, whether on a battlefield, out in the wilds, or in a metropolis, monastery, prison or university. A character in a rural area might take Iron Homesteader followed by Family Guardian; or, if he finds himself in a big city with coin to spend, he might take Venture Capitalist and then Urban Sophisticate if he is wildly successful. Even if a character dies during an adventure, all is not lost. He can take Redeemed Debtor to continue adventuring.

The downtime to acquire a kit equals 1 year for the first kit. Each kit thereafter doubles the previous time, to 2, 4, and 8 years for the second, third, and fourth kits, respectively, should a character take so many. Remember: Characters are limited to 20 years total to advance in levels, and each kit here subtracts from those years.

Unlike multiclassing, acquiring the kit delays rather than replaces the character's advancement to the next level of his class.

After downtime, the character's level increases by +1 and he acquires the benefits of his chosen kit along with +5 vitality points. Any bonuses that are based on a character's level, such as attacks, defenses, and faith points, improve (or not) as usual for a character.

A character can take a particular kit once, and if a kit offers a basic ability you already know, you can take a racial ability instead.

A GM can design a kit. A kit grants 5 design points worth of mundane abilities or, very rarely, indirect access to magic.

Kit Descriptions

Here is a wide sample of kits that characters can take.

Ardent Investigator (Int)

You carefully document and perhaps solve crimes around town.

Analyze Corpse: Boost Heal checks by +5. Also, on a successful DC 10 Heal check, you learn 1 fact per 5 points above the check (2 facts at 15, 3 facts at 20, etc) about the corpse's manner of death, such as time of death or weapon used.

Identify Creature: You target 1 creature within 30 ft and line of sight and learn its type (RPG, page 244). Costs 1 vitality.

Investigator Skills: Boost Diplomacy, Insight, and Perception checks by +3.

Legal Training: Apply a +5 bonus on Literacy checks, or +10 regarding matters of law.

Officer's Code: You must have a lawful alignment and no prior convictions in the city, kingdom or nation in which you serve. If you ever fail to meet these, you lose your Legal Training ability.

Urban Tracker: Apply a +5 bonus on Streetwise checks, or +10 when tracking someone in an urban environment.

City Guard (Str)

You work long boring hours to protect and serve the local populace.

Dazing Strike: As a swift action, your next successful attack against a person, mutant or animal causes it to be dazed for 1d4+1 rounds, or 1 round if its level is 6+. Fortitude resists. Costs 2 vitality.

Guard Armaments: You are proficient with crossbows or firearms, Light or Medium armor, and the longsword or spear (you choose which of each).

If you already know all weapon options, apply a +1 bonus on attacks with the above weapons. Or, alternatively, if you already know all the armor options, apply +5 ft land speed while wearing those armors.

Guard Skills: Boost Athletics, Endurance, Insight, Nobility, Perception, and Streetwise checks by +3.

College Student (Int)

You attended a rigorous school of arts and letters.

Academic Specialty: You enjoy a +3 bonus on checks using any 3 skills based on Intelligence. Select those skills when taking this ability.

College Prestige: You are known among other college graduates. Whenever you encounter someone who attended your college or any other college, apply a modifier on all skill checks with him equal to +2d6-5. Thus, you will usually gain a small bonus, sometimes enjoy a large bonus, and occasionally suffer a small penalty due to an inter-college rivalry, bias, or disagreement over theories. The chance that a townie you meet attended a college is 10% in urban areas, 2% in rural civilized areas, and 1% anywhere else.

Elocution: Boost Literacy checks by +5, or by +10 once daily. You are exceptional with the spoken and written word.

Thesis: You completed college with in-depth study of a very narrow topic. Select a specific person, location or object such as Count Morgai, the Platimus Blade or the Flying Mountains. You enjoy a +20 bonus on Intelligence-based skill checks regarding this topic and a +5 bonus on all other skill checks regarding it.

Community Shepherd (Cha)

You act as a leader for your community, even if a young age.

Boost Morale: As a move action in combat, allies within 60 ft who can see or hear you regain 1 vitality and enjoy a +1 bonus on all dice rolls until the start of your next turn. Costs 1 vitality.

Choice: You retreat for 1 minute to consider an immediate choice that you and your allies face such as whether to open a chest or enter a room. You receive an answer of weal (good fortune), woe (bad fortune) or unclear (mixed fortune) if you do the action. The chance you receive an answer equals 70% + 1% per level. The answer is based on the likely outcome within the next 10 minutes. Costs 2 vitality.

Supportive Skills: Apply a +2 bonus to Appraise, Diplomacy, History, Insight, Literacy, Nobility, Perception, Religion, Survival, and Warcraft checks.

Darklands Dweller (Dex)

You live underground and know the races and dangers there.

Alert to Danger: Apply a +3 bonus on Perception, Stealth, and Survival checks.

Caver Rapport: Apply a +2 bonus on Arcana, Bluff, History, Insight, and Perception checks when dealing with evil persons who possess darkvision or nethersight, and you enjoy a +5 bonus with 1 specific race such as drow or kobold.

Caver Skill Focus: Boost Dungeoneering checks by +5. Also, select 1 sub-skill of Dungeoneering, whether construction, mining, monster lore, or spelunking (RPG, page 106). You enjoy an additional +5 bonus (+10 total) on checks using this sub-skill.

Caver Tongue: You are fluent with 3 languages of your choice typical of underground lands. Select from Abyssal, Draconic, Drow, Dwarven, Gnome, Infernal, Terran, or Undercommon.

Night Vision: You gain darkvision to see in darkness as easily as in daylight. If you already possess that, you enjoy nethersight instead and are able to see normally even in magical darkness.

Dauntless Devotee (Con)

You delve into your theme and strive to earn more awards.

Bonus Awards: Select 2 minor awards and 1 major award for which you qualify from your theme. You now have these. Alternatively, you may select 2 major awards if you already have 3+ minor awards. If you have more than 1 theme, draw from the most recent theme for which you already have at least 1 award.

Great Effort: Boost Endurance, History, and Literacy checks by +3. Delving into your theme requires patient hard work including late nights, long trips, and deep reading about techniques and historical exemplars.

Dissolute Gambler (Dex)

You spend your hours in places of ill repute.

Gambler: Boost your Trick checks by +5, or by +10 when gambling.

Gambler's Skills: You enjoy a +2 bonus to Acrobatics, Bluff, Insight, Perception, and Streetwise checks.

Merchant Secrets: You can trade illegal items found in your local area in 1d4 days without effort or danger when you pay a 10% transaction fee.

Trust in Chance: Up to 3x daily in an urban area, you may gamble. You can invest up to the limit indicated for a settlement's size (RPG, page 153, under "GP Limits"). Thus, you can invest up to 50 gp at an outpost or up to 5,000 gp in a large town. Then roll 2d6: 2) Lose entire investment; 3-4) Lose 50%; 5-9) Lose 25%; 10) No profit or loss, getting back what you put; 11) Get back 2x your investment; and 12) Get back 10x your investment. Apply a +1 bonus if you succeed at both a Bluff check and a Trick check and apply a -1 penalty if you fail both rolls. Each DC equals 10 + 3d10. Each use of this ability requires 1d4+1 hours. Costs 2 vitality.

Endtimes Hunter (Dex)

You wander ruins of a fallen world, defending against horrid dangers.

Dread Runner: Boost Acrobatics, Athletics, Endurance, Heal, and Survival checks by +2.

Favored Dread Foe: Select 1 non-person, non-animal creature type such as aberration or undead. You enjoy a +4 bonus on Bluff, Insight, Perception, and Survival checks when using these skills against creatures of the selected type. Likewise, apply a +4 bonus on weapon attack and damage rolls against such creatures.

Monsters Must Die: As a standard action, an adjacent foe of the type selected for Favored Dread Foe automatically suffers 2d6 damage from your spell or weapon, or is slain outright if it is level 2 or lower. Apply bonuses from Favored Dread Foe when you do so.

Paranoid Senses: Boost initiative checks by +2.

Energized Evangelist (Cha)

You instruct others and act as a fount of good news and inspiration.

Convince: Once daily, after 2 minutes of preparatory words, boost a single Bluff, Diplomacy or Intimidate check by +10.

Evangelist Skills: Apply a +2 bonus on Diplomacy, History, and Literacy checks plus any 2 skills for which you already enjoy bonuses.

Pep Talk: Once daily, after 1 minute spent encouraging and instructing, an adjacent ally recovers 1d6 vitality.

Teach Secrets: You attempt to impart an ability (feat or spell) that you know, or an ability that is described in an adjacent training manual, to 1 or more allied persons. Whether a race, class, theme or townie profession ability, the student must share your race, class, theme or townie profession respectively, and qualify for the ability. The time required equals 1 week for 1 student, 3 weeks for 2 to 12 students, and 3 months for 13 to 30 students. At the end of the training time, each student tries a DC 12 check using the attribute linked to the ability (such as Strength for a Fighter ability). Apply a +2 bonus on the roll if you succeed on a DC 15 Literacy check and a -5 penalty on the check if you don't know the skill and are teaching from a training manual. A person cannot learn more abilities than what he qualifies for at his level. Thus, you cannot teach fellow characters extra abilities. However, this is a lucrative job and earns you 2 gp per day for a few hours of work.

Faction Hand (Str)

You immerse yourself into a faction and handle the tough tasks.

By Bribe or Broken Bone: You've suffered harm while meeting your duties and holding your position. You either suffer a permanent -3 penalty on Comeliness due to exhaustion, scars, and such or you must spend 1,000 gp to cover the cost of numerous bribes and out of pocket expenses.

Faction Abilities: You learn any 2 basic abilities for which you qualify listed under the classes that are found in the Multiclassing entry for your faction.

Faction Followers: You gain a set of followers who are members of your faction. Their number equals ½ your level. They are 2nd-level townies of any profession listed under your faction in the Members entry. They swear loyalty to you and serve you before other members of your faction, though they are still firstly loyal to the faction as a whole. If you lose a follower or he changes faction—or when you qualify for an additional follower—you can attract a new one after 1 month. Each follower costs you 10 gp weekly in upkeep.

Lifetime Member: You automatically qualify to join a faction (RPG, page 251) of your choice, with the lifetime membership paid, and you gain a free faction sigil (see Place Sigil ability, RPG, page 251).

If you are already a member of a faction, you gain 1,000 gp instead.

Local Enforcer: Apply a +3 bonus on Intimidate checks or +10 with persons within your city or similar 2-square mile area.

Family Guardian (Wis)

You obtain a house, marry, and start a family.

Family Skills: You enjoy a +2 bonus on Craft, Diplomacy, Endurance, Heal, and Mechanics checks.

Home Owner: You gain 2,500 gp worth of property, or you may improve an existing property you own by that amount.

Spouse: You gain a spouse, typically a person of your age bracket, alignment, race, religion, and nationality—1 of which may vary notably—whose level equals 2 less than your own. Select his profession from among 3 randomly determined options and advance him as needed (RPG, page 259). Comeliness equals +2 above normal for his race if you are level 5+. He starts as helpful to you (RPG, page 232). The chance of a child within the first year equals 70%, plus 20% each year thereafter. If the union cannot result in children, they may be adopted. You enjoy a +5 bonus on skill checks involving your spouse. At years 4, 7, 14, and 20, check for 1 in 8 chance of failure (thus, 50% chance of failure over 20 years). If allowed, a failed marriage results in divorce. If you divorce or the spouse dies, another spouse comes to you after 1d4 years. The cost of upkeep equals 15 gp weekly for your spouse + 5 gp per child, beyond your own upkeep; failure to provide support after 3 months is grounds for an additional failure check and/or an orphanage for the children.

Fetching Courtier (Cha)

You ingratiate yourself into the aristocracy, with grand results.

Court Skills: You enjoy a +3 bonus on Appraise, Diplomacy, History, Insight, Literacy, and Nobility checks.

Fetching Look: Permanently boost your Comeliness by +2.

Lesser Title: You were born into a lesser noble family and hold a title of Sir (or Lady if female). Your title grants you a +5 bonus on Nobility checks and a stipend of 25 gp per month, which is sufficient for common lodging and meals when you have no other means. Your family owns a single fine property where you may reside for free. You must have at least occasional contact with your family to collect the stipend and use the property. Your title is by blood and you can never lose it, though lack of contact or family approval may result in suspension of benefits. Finally, a noble character is generally well-received by other nobility. You may make a Nobility check in lieu of a Diplomacy check to gain temporarily lodging or simple favors from other nobles.

If you already have this ability then you gain +1,000 gp instead.

Noble Patron: You gain a Duke as a patron (RPG, page 277). You and the GM select the duke's location. Once monthly, you may visit the duke to request 50 gp. The chance the request is honored (the duke is present and willing) equals 70% + 1% per level. The duke will not travel to you. If the check fails, you may try again 1 month later or when you advance to the next level or next noble title, whichever comes first. If you harm or insult the duke, the request fails and you must repay all prior funds in order to restart the relationship.

If you already have this ability, double the requested amount.

Fine Crafter (Dex)

You spend your days creating fine wares.

Craft Specialty: Select 1 skill based on Dexterity, Intelligence or Wisdom such as Arcana, Literacy, Music or Religion. You enjoy a +5 bonus on this skill, or a +10 bonus when crafting objects involving this skill, such as using Music to craft a musical instrument.

Crafter Skills: Boost Appraise, Craft, Insight, Mechanics, and Nobility checks by +2.

Expert Crafter: Boost Craft checks by +5, or by +10 1/day.

Upscale Shop: You own an upscale shop worth 2,000 gp (RPG, page 170) with 500 gp worth of appropriate goods within.

Hardened Inmate (Str)

You hone your survival skills while imprisoned.

Inmate Skills: Apply a +3 bonus on Appraise, Athletics, Craft, Insight, Perception, and Trick checks.

Prison Web: You gain a loose network of townie allies (each level 2) who served alongside you as inmates in a prison, sanitarium or similar locale. Their number equals ½ your level. You may substitute 3 townies for an alder. Determine their professions randomly. They are not followers, nor do they require upkeep. Instead, you enjoy a +5 bonus on skill checks involving them. If an ally dies or you cause him wound damage, you lose him, though another (typically an acquaintance) comes forward to replace him after 1 month assuming you remain in contact with the network.

Stand Your Ground: Boost Intimidate checks by +5, or by +10 once daily.

Unarmed Fighting: You have 2 options. Either you become proficient with unarmed strikes which cause 1d4 damage (or 1d3 if Small), or you enjoy a +1 bonus on attacks and +5 damage when making unarmed attacks for which you are already proficient.

Intrepid Traveler (Con)

You spend much time visiting new places and peoples.

Far-Flung Friends: You gain a loose network of townie allies (each level 2) who each live in a different city, kingdom or

nation (as fitting the scope of your world and travels). Their number equals ½ your level. You may substitute 3 townies for an alder. Determine their professions randomly. They are not followers, nor do they require upkeep. Instead, you enjoy a +5 bonus on skill checks involving them. If a friend dies or you cause him wound damage, you lose him, though another (typically an acquaintance) comes forward to replace him after 1 month assuming you remain in the same area.

LINGUIST: You are fluent in 3 languages of your choice.

TERRAIN FOCUS: Select 1 type of mundane terrain such as arctic or jungle in which you find yourself. You enjoy a +5 bonus on Survival checks in that terrain and you treat difficult spaces in that terrain as normal spaces for the purpose of movement.

TRAVELER SKILL FOCUS: You enjoy a +5 bonus on either Perception and Pilot checks or on Diplomacy and Insight checks (select which pair when taking this ability).

TRAVELER SKILLS: Apply a +2 bonus on History, Nature, and Nobility checks, plus any 2 additional skills of your choice (except those selected for Traveler Skill Focus) picked up during your travels.

Iron Homesteader (Con)

You manage a farm, which takes much work and knowledge.

FARMING LORE: Boost Nature checks by +5, or by +10 when involving agriculture.

HOMESTEAD: You gain 2,500 gp worth of farm property, which might include a vineyard (worth 1,000 gp), a stable (1,000 gp), and live stock consisting of either 50 cows (500 gp) or 250 sheep (500 gp). See RPG, pages 165 and 171 for details. If you already have a farm, simply add 2,500 gp in value to it. Otherwise, consider this either a land grant that you gained for free so long as you develop it, or land you purchased after turning a profit on an initial investment of some other kind.

HOMESTEADER SKILLS: You enjoy a +3 bonus on Athletics, Craft, Endurance, Handle Animal, Heal, and Mechanics checks.

Irradiated Mutant (Con)

You survive in a post-apocalyptic nucleonic wasteland.

HARDY: Boost Endurance and Survival checks by +5.

MUTANT: Your creature type is mutant rather than person. For better or worse, you ignore abilities that only target persons and you are subject to abilities that target mutants.

MUTATION: Select 1 attribute such as Strength or Charisma. You know 1 non-magic basic ability of your choice for which you qualify drawn from a class that has that attribute as prime. With it, an obvious physical sign such as a tail, third eye or extra thumbs betrays you as a mutant on a DC 12 Perception check.

NUCLEONIC RESISTANCE: You ignore up to 3 wound points of damage per round from exposure to nucleonic energy (RPG, page 177).

RAPID HEALING: One hour after you suffer wound damage, you automatically recover 1 wound point per round. You can recover up to 5 points daily this way. This occurs even if you are unconscious but not dead. Requires Hardy and Mutation.

UGLY MUTATIONS: You suffer a -2 penalty on Comeliness. Alternatively, you suffer a -5 penalty but enjoy +1 wound points and a +5 bonus on Endurance checks.

Medical Alchemist (Int)

You work as a chemist to prepare curative and healing mixes.

APOTHECARY^{C}: You can brew drugs and poisons as described on RPG page 166 for ½ their listed market price. One dose requires 1 hour of work, and you can prepare up to 10 doses in a day. Also, you can identify a drug or ingested poison after 1 minute of careful visual and olfactory inspection with an accuracy of 70% + 1% per level.

FIRST AID: Apply a +5 bonus on Heal checks, or +10 to halt bleeding. Normally, a DC 15 Heal check stabilizes a bleeding character.

HEALING DRAUGHT^{C}: You know the secret formula to brew a nonmagical healing potion that heals 1d4 wound points a mere 1 hour after consumption. Costs 25 gp and 10 minutes to brew and typically sells for 50 gp.

HERBALIST: After 10 minutes of work and 5 gp worth of herbs, you can cure 1 disease, neutralize 1 poison, end infertility, or end 1 case of fatigue, blindness, deafness, nausea or confusion. A creature can benefit once daily per point of Constitution bonus (minimum 1).

Monastic Disciple (Wis)

You devote yourself to deepening your faith.

ARDENT AURA: Your fellow faithful know you well. Whenever you meet someone who shares your alignment, deity or religion, apply a modifier on all skill checks with him equal to +2d6-5. Thus, you usually gain a small bonus, sometimes enjoy a large bonus, and occasionally suffer a penalty due to a rivalry, bias or disagreement over doctrine. If you change deities, the modifier applies to the new deity and changes to -2d6+5 for faithful of your old deity.

BONUS FAITH POINTS: At each new level or new year, you gain 2 bonus faith points (RPG, page 129).

DIVINE LORE: Boost Religion checks by +5, or by +10 regarding your deity. This bonus does not apply to any future deity.

GOD'S GIFT: You permanently know 1 basic boon of your deity for which you quality. The gift changes if you change deities.

MONASTIC SKILLS: You enjoy a +2 bonus on Craft, Heal, Insight, Music, and Religion checks.

Motor Hound (Dex)

You travel the world in your electrotech vehicle.

ELECTRICAL CARRIAGE: You gain an electrotech vehicle worth 5,000 gp. Typically it is a speeder (RPG, page 186), a new "ekka" cart with room for 2, or a used "vetturi" carriage with room for 5 (RPG, page 186). A used vehicle has a 1 in 20 chance of breaking down each 5 miles traveled. A fix requires 1d6 x 10 minutes and a successful Technics DC 18 or Mechanics DC 15. You can try again after a failed check but each failure increases the DC by +1.

MOTORIST SKILLS: Boost Pilot checks by +5, and boost Mechanics and Perception checks by +2.

Property Investor (Int)

You own a significant share of various properties.

PROPERTY INVESTOR: You enjoy a +2 bonus on Appraise, Bluff, Dungeoneering, History, and Nobility checks.

SHARE OF PROPERTY: You have an official stake in 25,000 gp worth of property—residential and/or commercial—for which you own a 5,000 gp or 20% share. See RPG page 170 for a list of properties with their costs and benefits. A bank, other characters, or group of investors own the other 80%. Each 1% share costs 250 gp if you wish to sell your shares or buy others' shares, a process that takes 1d12 weeks. Typically, the GM represents the other shareholders and decides property questions unless you own a controlling interest of 51% or more. Damaging the property or making major decisions without shareholder consent is grounds for arrest and other legal actions as well as possible forfeiture of shares to pay for repairs. You must pay 1/5th of annual property taxes, insurance, and other automatic costs. Conversely, you gain 1/5th of any income from the property. Finally, in the event of disaster or war, you are expected to help defend the property to the best of your ability against loss of value.

Psychic Reader (Wis)

You read bones, cards, palms, and astrological signs.

ASTROLOGY: Boost Insight checks by +2, or +10 when with persons for whom you know their birth date or age and birth place.

DETECT FEARS AND DESIRES: Boost Diplomacy and Insight checks by +5. You sense and leverage people's hidden issues.

ENTERTAINING STYLE: You enjoy a +3 bonus on Bluff, Literacy, and Trick checks.

READ SIGNS: After 10 minutes of work with bones, cards, or similar aids, you gain insight regarding a choice an adjacent person faces such as whether to open a business or take a lover. You receive an answer of weal (good fortune), woe (bad fortune), or unclear (mixed fortune). The chance that you receive an answer equals 30% +2% per level. The answer is based on the likely outcome within the next 1 month. Requires Detect Fears and Desires.

Racial Exemplar (Cha)

You embody everything that makes your race special.

Bonus Racial Attributes: Add +2 to an attribute for which your race has a bonus, and apply -1 to an attribute where your race has a penalty. If your race does not have both an attribute bonus and an attribute penalty, add +1 to any single attribute.

Racial Gifts: You gain 3 racial abilities for which you qualify.

Role Model: You are somewhat famous and mostly well-liked among members of your race. You enjoy a +5 bonus on Diplomacy, Insight, Literacy, and Nobility checks involving your race and members of your race. Of course, your fame may invite members of your race to seek your help on hard tasks, and you may attract rivals.

Redeemed Debtor (Con)

You learn life lessons as you struggle to cancel a serious debt.

Paid in Full: You shed 5,000 gp worth of debts. Alternatively, you gained 5,000 gp worth of magical services (see RPG, page 165 under the Spellcasting table), keeping in mind that some spells also have special components. Perhaps you benefitted from a Raise Dead spell that you could not pay at the time. Or, you owed 5,000 gp for gear and property. Whatever the reason for debts, you pay off what you owe—by long nights, hard work, heroic side-quests, and/or other means—at the conclusion of this kit, be it a mere 1 year or much longer.

Pangs of Restitution: Due to rigorous work, life-giving magic, daunting side-quests, and/or legal maneuvers, you gain a +2 bonus on Athletics, Endurance, Insight, Literacy, and Religion checks.

Risen Quester (Wis)

You sort out your purpose after returning from the afterlife.

Afterlife Insights: You experience flashbacks to your time in the afterlife. While usually inchoate, these occasionally inform the present. To use this ability, you may search your flashbacks for insight regarding an immediate choice you face such as whether to open a chest or enter a room. You receive an answer of weal (good fortune), woe (bad fortune), or unclear (mixed fortune). The chance you receive an answer equals 70% + 1% per level. The answer is based on the likely outcome within the next 10 minutes. The process is tiring and costs 2 vitality.

Disturbing Dreams: On any day that you use Afterlife Insights, you suffer disturbing dreams that night and awaken with 3 fewer vitality points (min. 1 vitality) the next day.

Quester Skills: Boost Insight, Perception, and Religion checks by +3.

Soul in the Balance: Due to your disturbing flashbacks and dreams, you learn that your soul returned to the living for a reason. Roll 1d6: 1) Your soul did not arrive in the proper realm in the afterlife, 2) Deities are arguing over or betting on your soul, 3) Your deity has special plans for you, 4) You have unfinished business and asked to return to life, 5) Someone raised you from death for an unclear purpose, 6) Your return to life is a total mystery.

Stabilize: When reduced to negative wound points, you automatically stabilize. If you already have this ability then you gain +3 wound points instead.

Thrice Revive: Up to 3x in your career, when an attack would kill you, you instead tap your strong will and choose to fall to -1 wounds and stabilize as an immediate action. You must be conscious to benefit from this ability. If you died before gaining this ability and needed it to return to life, then you only have 2 remaining uses.

Rugged Survivalist (Wis)

You thrive in the hardships of the great outdoors.

Animal Companion: You gain a healthy, young adult natural animal as a friendly, loyal companion. Its level equals 2 less than your own (min 1, max 10). You enjoy a +10 bonus on Handle Animal checks when interacting with it. When not in its native terrain, feeding it has a daily cost of 1 cp for Tiny animals, 1 sp for Small animals, and 1 gp, 5 gp, and 50 gp for Medium, Large, and Huge animals. The animal will do its best to scout, entertain others, defend you, take you to safety if you fall unconscious, and so forth, though it will not initiate combat and will retreat when it suffers wound damage. If you lose the animal, you attract a replacement after 1 month, or 3 days in a wilderness area.

Nature Skills: Apply a +2 bonus on Acrobatics, Athletics, Craft, Heal, and Stealth checks.

Outdoor Skills: Boost Endurance, Handle Animal, and Nature checks by +3.

Survivalist: Boost Survival checks by +5, or by +10 once daily.

Spartan Trainee (Con)

You devote your daily routine to fitness, health, and physical skills.

Extraordinary Body: Boost your maximum vitality by +3 points and your maximum wounds by +3 points.

Fast: Your land speed increases by +5 ft.

Fitness Training: Boost Acrobatics, Athletics, and Endurance checks by +3.

Healthy is Beautiful: Boost your Comeliness by +2.

Stalwart Veteran (Str)

You enlist to serve as a soldier and see battle.

Military Award: You have earned a minor military commendation, rank, or veteran's benefit. Your award grants a +5 bonus on Warcraft checks and a stipend of 25 gp per month, which is sufficient for common lodging and meals when you have no other means. Your military unit owns a single plain property where you may reside for free. You must have at least occasional contact with your unit to collect the stipend and use the property. Your award recognizes your past accomplishments and you can never lose it, though lack of contact or criminal acts may result in suspension of benefits. Finally, a veteran is generally well-received by other soldiers. You may make a Warcraft check in lieu of a Diplomacy check to gain temporarily lodging or simple favors from soldiers and other veterans.

Soldier Skills: Boost Athletics, Craft, Endurance, Heal, Nobility, and Pilot checks by +3.

Steady Defenses: Boost Fortitude and Will by +1.

Weapons Mastery: You have 2 options. Either you become proficient with Medium armor and 1 weapon group of your choice, or you gain a +1 bonus on attacks and +2 damage when using 1 specific weapon with which you are already proficient.

Street Ruffian (Dex)

You survive on the streets by your nimbleness and wits.

Rapid Retreat: When rolling initiative, if you declare your first action will be to flee the scene, and you do so, then you enjoy a +5 bonus on your roll. If you don't, your initiative falls by -10.

Secret Stash: You gain 1,000 gp worth of easily portable mundane and magical gear of your choice weighing up to 10 pounds.

Street Savvy: Boost Streetwise by +5, or by +10 once daily.

Thievery: Apply a +5 bonus on Trick checks. Also, you speak Thieves Cant and can locate a thieves' guild within 1 hour of entering an urban area.

If you already have this ability then you gain 1,000 gp instead.

Urban Lurker: You enjoy a +2 bonus on Acrobatics, Appraise, Bluff, Disguise, and Stealth checks.

Talented Celebrity (Cha)

You leverage your entertaining talents to gain fame and loyal fans.

Beauty Secrets: Permanently boost your Comeliness by +2.

Energizing Fans: Up to once daily in an urban area, you may attract a number of fans equal to 1d4 x your level for 10 minutes. They praise your talents, request autographs, and so forth. Afterward, you gain 1d6 temporary vitality points. These last for 24 hours and then go away. Multiple uses do not stack.

Multitalented Performer: Apply a +2 bonus on Acrobatics, Bluff, Diplomacy, Literacy, and Music checks.

Skills of Renown: Select 2 skills from Multitalented Performer to reflect your shtick such as Acrobatics and Music for a dancing flutist or Bluff and Literacy for a high-brow actor. Once daily for 1 hour you enjoy a +10 bonus on checks involving these 2 skills. Afterward you are fatigued for 4 hours.

Technics Engineer (Int)

You study electrotech and learn how to craft such items.

Craft Electrotech^{C}: You can craft electrotech devices, including those described in Chapter 9 (pages 170-177). The cost includes the battery, if any, and all other materials. In general, cost and price are equivalent to magic items of a similar tier. A basic tier effect averages 1,000 gp in cost. Intermediate, advanced, and paragon tier effects cost 2,500 gp, 10,000 gp, and 25,000 gp, respectively. A few simple items are notably cheaper. Costs stack for multiple abilities. Market price equals 2x the cost. The Technics DC equals 5, +5 per tier. So basic tier is DC 10, paragon is DC 25. Add +10 to the DC for nucleonic items. The craft time equals 1 day per 1,000 gp cost, or 4 hours for items under 400 gp. If you fail a skill check, you must spend 2x the craft time to retry the skill check.

Electro-Gear: You gain 1,000 gp worth of electrotech. You may augment this amount with your own existing wealth to buy more expensive items.

Electrotech: You study invisible mundane forces of nature (called immateria) such as electrics, kinetics, nucleonics, optics, and sonics. You can make checks using the Technics skill (RPG, page 177) and enjoy a +2 bonus on Mechanics and Technics checks.

If you already have this ability, apply an additional +5 bonus on Mechanics and Technics checks.

Technics Thesis Project: You've crafted a unique electrotech object. It duplicates the effect of any 1 basic magic ability for which you qualify, though it is implemented as a nonmagical device worth 1,000 gp. Only you can operate it. If the ability costs vitality, then each use draws ⅓ energy point per vitality point instead. The object weighs 5 pounds, requires 1 hand to use, and comes with 3 Tiny batteries (2 energy points each).

Tough Gladiator (Str)

You hone your combat skills for dangerous performances.

Arena Skills: Apply a +3 bonus on Acrobatics, Athletics, and Intimidate checks.

Battle Scars: Life in the arena has etched its mark. Permanently adjust Comeliness by -2.

Iron Fist: As a move action, apply a +2 bonus on your knockout attempt (RPG, page 227) for that round. Requires Toughness. Costs 1 vitality.

Theatrical Flourish: In lieu of a usual attack, you use your melee weapon to disorient an adjacent person. Rolling 1d6, the foe 1) is dazed, 2) is knocked prone, 3) is pushed back 5 ft, 4) drops a held item, 5) moves -5 in initiative order, 6) suffers no effect. Fortitude resists. Requires Arena Skills. Costs 1 vitality.

Toughness: Boost your maximum wounds by +3 points.

Vitality Boost: Once daily you regain 1d6 vitality.

Weapons Mastery: You have 2 options. Either you become proficient with Medium armor and 1 weapon group of your choice, or you gain a +1 bonus on attacks and +5 damage when using 1 specific weapon with which you are already proficient.

Urban Sophisticate (Cha)

You acclimate to city living and enjoy fine things.

Face About Town: You are known among the local populace. Whenever you encounter someone who lives within your area (5 square miles) or was born in that area, apply a modifier on all skill checks with him equal to +2d6-5. Thus, you will usually gain a small bonus, sometimes enjoy a large bonus, and occasionally suffer a small penalty due to a rivalry, bias or rumor-mongering.

Friends: You gain a loose network of townie allies (each level 2) who live in your area (5 square miles). Their number equals ½ your level. You may substitute 3 townies for an alder. Determine their professions randomly. They are not followers, nor do they require upkeep. Instead, you enjoy a +5 bonus on all skill checks involving them. This stacks with Face About Town. Also, they each freely provide food and lodging for you + 1 ally for up to 1 week per month. If a friend dies or you cause him wound damage, you lose him, though another (typically an acquaintance) comes forward to replace him after 1 month assuming you remain in the same area.

Local History: You enjoy a +2 bonus on History, or a +10 bonus regarding your town, notably its businesses and residences, up to a 2-square mile in size.

Material Success: You gain 1,000 gp worth of non-weapon gear of your choice.

Urban Skills: You enjoy a +2 bonus on Appraise, Craft, Diplomacy, Literacy, and Nobility checks.

Venture Capitalist (Wis)

You seek to make a fortune on risky investments.

Capital: You gain 1,000 gp in coins, gems, and other easily convertible wealth weighing no more than 10 pounds.

Capitalist Skills: You enjoy a +3 bonus on Appraise, Diplomacy, and Nobility checks.

Merchant Network: You can trade legal items not found in your local area in 2d4 days when you pay a 10% transaction fee.

Trust the Market: Once daily, you may spend 1 hour to invest in a promising business. You can invest up to the limit indicated for a settlement's size (RPG, page 153, under "GP Limits"). Thus, you can invest up to 50 gp at an outpost or up to 5,000 gp in a large town. Then roll 2d6: 2 or less) Lose entire investment; 3-4) Lose 50%; 5-9) Lose 25%; 10) No profit or loss, getting back what you put; 11) Get back 2x your investment; and 12+) Get back 10x your investment. Apply a +1 bonus if you succeed at both an Appraise check and a Diplomacy check, or a -1 penalty if you fail both rolls. For each check, the DC equals 10 + 3d10. A new business provides returns after 3d4 weeks. Costs 2 vitality.

Void Trekker (Int)

You travel as crew on a voidcraft, visiting dangerous destinations.

Electrotech: You study invisible mundane forces of nature (called immateria) such as electrics, kinetics, nucleonics, optics, and sonics. You can make checks using the Technics skill (RPG, page 177) and enjoy a +2 bonus on Mechanics and Technics checks.

If you already have this ability, apply an additional +5 bonus on Mechanics and Technics checks.

Trekker Skills: Boost Acrobatics, Heal, Mechanics, Nature, and Pilot checks by +2.

Void Focus: You enjoy a +5 bonus on Survival checks in the Void, and you treat difficult spaces in the weightless vacuum environment as normal spaces for the purpose of movement. Typically, the results is a normal speed and normal Acrobatics and Pilot checks inside and outside a craft. This counts as an instance of Terrain Focus.

Void Gear: You gain 2,500 gp worth of customized electrotech gear that's suited to the Void such as a void suit or a body suit with a zap gun. You pay "craft cost" rather than market price but the gear is keyed to you and cannot be sold for use by others. You may add the 2,500 gp to existing funds to buy more expensive gear at cost.

Wild Warrior (Str)

You earn your keep in a primitive land by simple and violent means.

Naked Blade: Select a single 1-handed slashing weapon such as an axe or longsword. Whenever you attack with this weapon, you may choose to expend a move action and 1 vitality to boost your next damage roll that round by +1d4 per 2 levels (max 5d4). You must be wearing no armor, hide armor or Light armor.

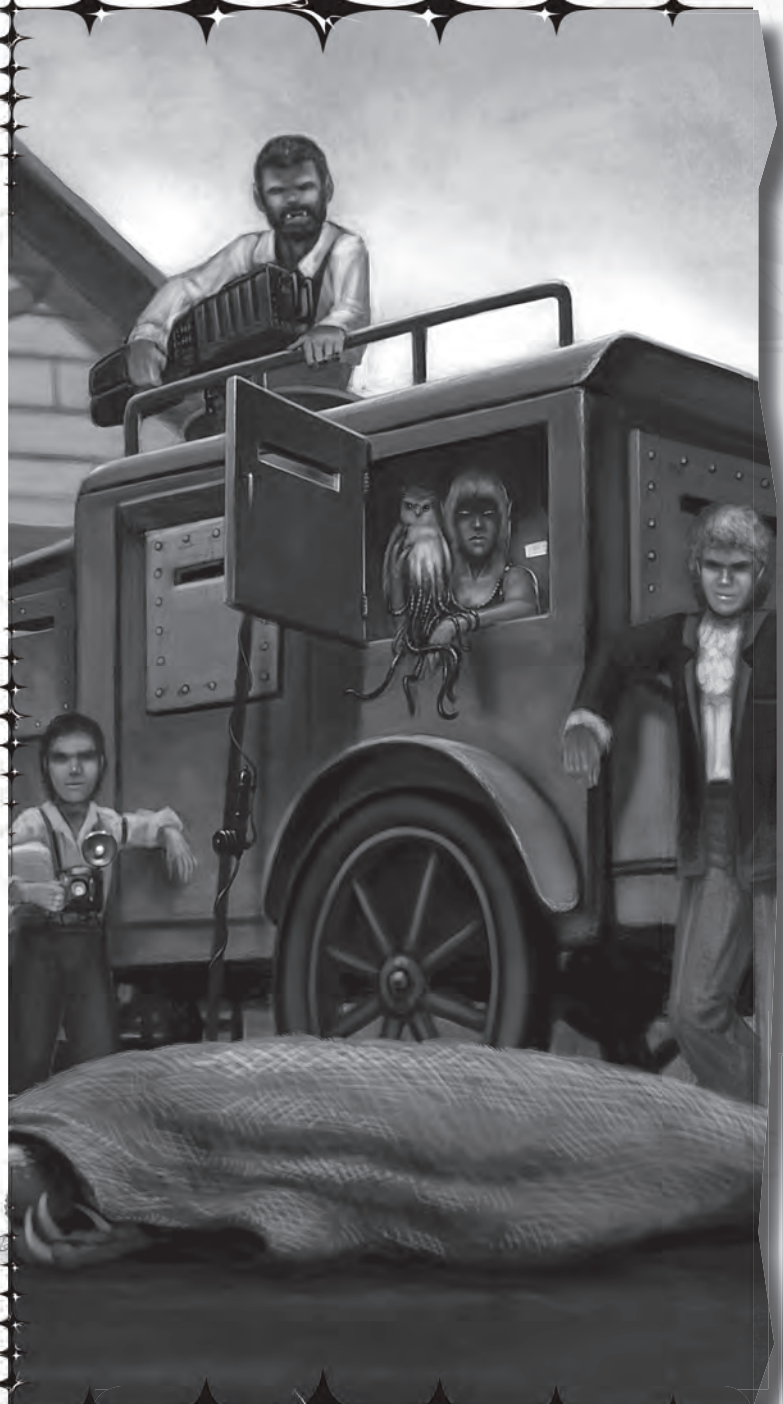
Sacred Mark: As recognition for your prowess, you gain an honorary brand or tattoo of your spirit animal. The tattoo grants a +1 bonus on 1 attribute of your choice, such as a lion for Strength, a cheetah for Dexterity, or an owl for Wisdom.

Shield Adept: Your shield provides +1 DR above normal. The boost only works for you.

Tough: Life's physical demands have built your body. You permanently gain +1 wound points and +2 vitality points.

Wild Warrior Skills: Apply a +2 bonus on Athletics, Intimidate, Nature, Stealth, and Survival checks.

Chapter 3
Races



"Hell's Rebels is a motley crew of hunters. Their shared quest, to track and extinguish evil-doers, surpasses their varied, contrarian traits."

From sly night-flying batfolk to ponderous plant-like woodlings, this chapter presents 11 new races for characters to consider playing. These options are suitable to numerous settings, and you might also find them appropriate as unusual "fish out of water" characters who are conspicuous in a world that otherwise lacks their kind. Choose a race that fits your character concept.

You will also find 3 racial options below under "Dynamic Characters". These options are for all characters, whatever their race. You can forfeit a bonus racial ability to obtain 1 of these options with the GM's approval.

Table 3-1: Summary of Races

Race	Page	Description
Batfolk	17	Batfolk are a nocturnal winged race, timid, keen, and curious.
Elan	18	These luminous beings of spirit are aesthetic, etheric, and immortal.
Gan	19	The magical gan descend from genies and their mortal lovers.
Ghul	20	Ghuls are quick, sly, twitchy, and violent void travelers descend from ghouls.
Moppet	21	Moppets are small, terribly endearing, puppet-like constructs.
Shadeling	22	Shadelings are shifty, timid, and curious inhabitants of shadowy lands.
Spriggan	23	These large monstrosities blend the blood of gnomes and trolls.
Theta	24	These highly cerebral humanoids hail from the future and rely on psionic powers.
Vanara	25	These monkey-like people are known as brave and inquisitive forest-dwellers.
Vodron	26	Vodrons are odd, strict, and multifarious living constructs.
Woodling	27	Woodlings are a ponderous and hearty plant-like people.

Dynamic Characters

Here are 3 universal racial abilities. They are available to all characters in the same way as Lesser Title (RPG, page 13). With a GM's permission, a character can sacrifice a minor award instead of a racial ability to gain one of these.

Faithful Companion. You gain a housebot (page 237) or critter (page 244) as a companion. Its level equals ½ your own (max level 5). It can use your defenses when it shares your space or is adjacent to you. You enjoy a +10 bonus on Technics or Handle Animal checks, as appropriate, with this creature and a +2 bonus with others of its kind. It is loyal to you but follows its own programming or instincts first. If you lose your companion, another arrives to replace it after 1 month.

Legendary Power: Once daily, you may forget 1 paragon tier ability you know and know another in its place for 24 hours. You must already have full access to the paragon tier (level 14+) and qualify for the ability as usual. Swapping costs 3 vitality.

Mortal Heroics: Once daily you can sacrifice vitality to access an ability from your primary class that you don't normally know for 24 hours. The cost is 1, 5, 10 or 25 vitality to use a basic, intermediate, advanced or paragon tier ability. You must be a living person, already have access to that tier, and qualify for the ability as usual.

Batfolk

Batfolk are a nocturnal winged race, timid, keen, and curious.

Appearance & Culture

Batfolk stand 5 ft to 5½ ft high and average 110 to 120 pounds (men) or 80 to 110 pounds (women). Also called chirops or chupas, they sport bat-like faces, sharp teeth, skinny hirsute bodies, and small wings that let them glide or soar for short distances. They prefer to work at night and can use echolocation to navigate and hunt.

Batfolk are often viewed as odd, perceptive, quick, stealthy, and timid. Like humans, they are prolific explorers. Legends also describe them as bloodsuckers. In fact, they relish consuming large meaty insects and feeding off of warm-blooded herd animals such as goats. They minimize clothing around their chests to use their wings.

Despite their bestial appearance and habits, they are communal and highly intelligent. They often crowd together in large domed cities and travel en masse, and they vary in their use of technology from primitive cave dwellers to advanced void-faring travelers eager to colonize new worlds. Contrary to popular myth, batfolk are not bothered by light.

Though batfolk do not fly, they are secure with narrow ledges, cramped passages, and dizzying heights that frighten other races. Batfolk are prone to vampirism, and even a living batfolk may be mistaken for a vampire by the uninformed or paranoid.



Physical Traits

Batfolk have the following characteristics.

Attributes: +2 Dexterity, -2 Charisma. Batfolk are agile but somewhat off-putting and timid.

Size: Medium.

Speed: 20 ft. Batfolk rely on wings rather than legs to overtake foes.

Wound Points: 6. Due to their light bones, batfolk can absorb somewhat less damage than humans.

Caver Skills: Apply a +2 bonus on Athletics, Dungeoneering, Perception, Stealth, and Survival checks.

Echolocate: As a move action, you emit an ultrasonic noise that pin-points the locations of creatures and obstacles within 30 ft in all directions that are not shielded by walls or other obstacles.

Flit: As a standard action, you use your stubby wings to fly with a 30 ft speed for the remainder of your turn. You must end flight on a solid surface that supports you. Your wings must be free of obstruction such as clothing and backpacks to afford flight. Costs 1 vitality.

Fur: Your thick fur grants +1 DR. Also, you exist comfortably in conditions down to -40° F without harm. Your gear is also protected. This ability is continuously in effect even when you are unconscious

Nocturnal: You are more alert at night than during the day. Apply a -1 penalty on attacks during daylight hours and a +1 bonus on attacks during nighttime hours.

Sharp Teeth: As an standard action, an adjacent foe must resist using Reflex or suffer 1 wound damage.

Unusual Body: Your unusual body shape prevents you from wearing normal armor. You can wear any armor but it must be custom tailored and costs 2x the normal amount. Thus, you cannot wear armor found while exploring unless that armor was made for use by batfolk or tailored to fit you for a similar expense.

Up And Down: Apply a +5 bonus on Acrobatics and Athletics checks when attempting to move or hang along walls or ceilings.

Free Languages: Common.

Bonus Languages: Auran, Draconic, Dromite, Drow, Dwarven, Gnome, Goblin, Tengu, and Undercommon. Select a number of bonus languages equal to the character's Intelligence bonus.

Multiclassing: Dhampir, ranger or shadowcaster. You may select 1 of these classes to pursue under the multiclass option.

Typical Alignment: Any.

Typical Deity: Greenwyrm, Maurob, or Noctorian.

Comeliness: 2d6+0 (avg 7). Batfolk, with their bat-like facial features, tend to be homely and perhaps a little repulsive.

Base Age: 15. Batfolk become young adults at 15, middle-aged at 35, and old at 55.

Racial Options

A batfolk character selects 2 abilities from the following list at 1st level, and may select more abilities at later levels and with age.

Aerial Tricks: You are a skilled flyer and generally adroit. Boost Acrobatics checks by +5, or by +10 once daily.

Bat Form[M]: You transform into a Tiny bat as a standard action. In this form, you gain a +10 bonus on Acrobatics checks and can fly at a speed of 20 ft. You return to your normal form at the end of your turn. You cannot make attacks in this form. Costs 2 vitality.

Caver: Boost Dungeoneering and Perception checks by +5.

Dark Lore: Boost Arcana and Dungeoneering checks by +5.

Darkvision: You see in conditions of total darkness as easily as full daylight. Darkvision is black and white only, but it is otherwise like normal sight.

Defensive Training: Apply a +2 bonus on your saves when defending against creatures of 1 particular type (animals, dragons, fiends, etc). If you select persons as a creature type, you must select a race such as dwarf or elf.

Electrotech: You study invisible mundane forces of nature (called immateria) such as electrics, kinetics, nucleonics, optics, and sonics. You can make checks using the Technics skill (RPG, page 177) and enjoy a +2 bonus on Mechanics and Technics checks.

Flock Caster: You know 1 dhampir, shadowcaster or shaman magic ability of your choice for which you qualify.

Healer[M]: An adjacent ally heals 1d4 wounds. Costs 1 vitality.

Iron Will: You are mentally resilient. Boost your Will by +2.

Keen Senses: Boost Insight and Perception checks by +5.

Lightning Reflexes: You are quick and agile. Boost your Reflex by +2.

Nethersight: This improves Darkvision. You can see in magical darkness as well as normal darkness.

Outdoor Athlete: Boost Athletics and Survival checks by +5.

Piloting: Boost Pilot checks by +5, or by +10 once daily.

Rapid Echo: Up to once per round, you may use Echolocate as a swift action.

Rapid Flit: This improves Flit, such that you may activate it as a move action.

Remove Disease[M]: You remove a mundane disease from yourself or a touched ally. Requires Resist Disease. Costs 1 vitality.

Resist Disease: Apply a +5 bonus on saves to resist attacks and effects that cause disease.

Sharper Teeth: This improves Sharp Teeth to inflict 1d4+1 wound damage on a successful attack, or 1 vitality damage even when your attack fails.

Skywarden: You are proficient with Light armor and 2 weapons of your choice, 1 of which must be a ranged weapon.

Elan

Elans are aesthetic spiritual beings, formed from mortals by electrotech secrets.



Appearance & Culture

An elan stands about 6 ft tall and averages 160 pounds (women) to 180 pounds (men). Elans are clearly human-like, though their men often sport vibrantly colored hair while the woman are often bald. They have beautiful, chiseled physiques with little care for bodily urges or privations because they have transcended much of mortality.

Elans are often viewed by other races as abstract, eccentric, artistic, creative, dreamy, etheric, and philosophical as well as arrogant and oddly disconnected from mortal concerns. Legends say the first elans arose from a sect of half-elves who tapped technologic secrets to reach the precipice of the supernatural. Today, elans are "formed" via a secret ritual from enlightened mortals of various races, usually culling them on the cusp of adulthood.

Elans are strange. Using circuit-like etchings and piercings, some can channel psychic power. Others can disrupt others' auras or restore vitality. To most elans, reason, body, spirit, emotions, values, artwork, and ideas all blend, intersect, and diverge according to paradoxical, chronotheurgic, and magitechnic "laws of chaos".

An elan rarely views adventuring as a distinct activity. Rather, exploring a cave, seeking a treasure, or piloting a ship are spiritual and artistic acts within a melange of possibilities and narratives. At times, an elan's utterances and choices can disconcert his allies as much as his foes.

Physical Traits

Elans have the following characteristics.

Attributes: -2 Charisma. Elans have a diffuse sense of self and their tenuous nature as mortals discomforts others.

Size: Medium.

Speed: 30 ft.

Wound Points: 7. Elans can absorb slightly less damage than humans.

Ageless & Barren: You do not show signs of ageing or apply ageing modifiers. You are barren and cannot produce offspring.

Elan Skills: You innately comprehend flow and form. Apply a +2 bonus on Acrobatics, Arcana, Craft, History, and Music checks.

Repletion[M]: By expending 1 vitality point, you do not need to eat or drink for 24 hours.

Spiritual Focus: As a move action, apply a +2 bonus to a single skill check you make that same round. Costs 1 vitality.

Supernatural Insight: Boost Religion checks by +2, or by +10 when attempting to determine a person's alignment.

Free Languages: Common.

Bonus Languages: Abyssal, Celestial, Draconic, Infernal, Mechan, Sylvan, and Slith. Select a number of bonus languages equal to the character's Intelligence bonus.

Multiclassing: Illusionist, lightbringer, magus, psion or savant. You may select 1 of these classes to pursue under the multiclass option.

Typical Alignment: Chaotic neutral.

Typical Deity: Corvis, Maurob, Voktra, Yeurgit or Ymuri.

Comeliness: 2d6+7 (avg 14). Despite their odd personalities, elan are attractive with features that are almost too perfect.

Base Age: 15. Elans live exactly 1,000 years as young adults. Elan characters starting their career are usually recently formed.

Racial Options

An elan character selects 2 abilities from the following list at 1st level, and may select more abilities at later levels and with age.

Artist: Boost Craft, Literacy, and Music checks by +3.

Astral Step[M]: You vanish and reappear in any empty level space within 10 ft that is within line of sight and line of effect. You are dazed for the rest of your turn after arriving. Costs 1 vitality.

Blue Chakra: You unlock your sixth chakra. It links to the mind, reason, and technology. Boost Mechanics, Pilot, and Technics checks by +3. Requires Electrotech.

Body-Technic: You host a special electrotech device called an "add". The add is a permanently embedded etching (electrotech tattoo) or piercing (electrotech jewelry). The add grants you any 1 basic tier magic ability for which you qualify, selected when first taking this ability. The effect is nonmagical. Charging the add costs 1 vitality daily in addition to any vitality normally needed to activate its ability. Requires Electrotech. You can take this ability up to 3x, each time selecting a different ability.

Brown Chakra: You unlock your first and lowest chakra. It links you to your physical body. Boost Athletics, Endurance, and Intimidate checks by +3.

Color Spray[M]: A startling melange of colors strikes all creatures in a 15-ft cone. A creature is dazed for 1 round and blinded for 2d4 rounds if you beat its Will. Otherwise it is dazzled for 1 round. Costs 1 vitality.

Disrupting Touch[M]: You disrupt an adjacent living creature's aura, inflicting 1d4 psychic damage per 2 levels (max 5d4). Will resists for ½ damage.

Electrotech: You study invisible mundane forces of nature (called immateria) such as electrics, kinetics, nucleonics, optics, and sonics. You can make checks using the Technics skill (RPG, page 177) and enjoy a +2 bonus on Mechanics and Technics checks.

Endure Elements[M]: You ignore effects of extreme temperature. You can exist comfortably in conditions between -40° and 140° F without harm. Your gear is also protected. This ability is continuously in effect even when you are unconscious.

Great Fortitude: You are physically resilient. Boost your Fortitude by +2.

Green Chakra: You unlock your fourth chakra. It links to animals, plants, and other aspects of nature. Boost Handle Animal, Nature, and Survival checks by +3.

Iron Will: You are mentally resilient. Boost your Will by +2.

Lightning Reflexes: You are quick and agile. Boost your Reflex by +2.

Orange Chakra: You unlock your third chakra. It links you to society and relationships with others. Boost Bluff, Disguise, and Streetwise checks by +3.

Purple Chakra: You unlock your seventh chakra. It links to leadership, culture, and power. Boost History, Nobility, and Warcraft checks by +3.

Red Chakra: You unlock your second chakra. It links to the generative power of sexuality and healing. Boost Diplomacy, Heal, and Music checks by +3.

Spark Vitality[M]: Once daily, you or a touched ally regain 1d4+1 vitality. Doing so usually produces electric sparks.

White Chakra: You unlock your eighth and highest chakra, drawing you close to the Astral Realm. Boost Arcana, Insight, and Religion checks by +3.

Yellow Chakra: You unlock your fifth chakra. It links to money, property, and the acquisition of material security. Boost Appraise, Dungeoneering, and Trick checks by +3.

Gan

The magical gan descend from genies and their mortal lovers.

Appearance & Culture

Gan stand 6 to 6 ½ ft tall and weigh 170 to 230 pounds. Both men and women tend to sport toned, strong muscles and lithe bodies. Otherwise, they vary greatly in appearance depending on their heritage, from the ruddy ginger-haired fire gan to blue-haired water gan. Even their voices sound like the elements, such as a crackling fire, crashing wave, or whispering wind.

Gan are viewed many ways, such as literal-minded and reliable for earth gan or imaginative and unreliable for air gan, as befitting their elemental heritage. However, all gan are known as mysterious, hospitable, astute, entitled, untrustworthy, and heartless. Indeed, where a "normal" mortal has a beating heart, a gan has a magical essence that hails back to his genie ancestor. Gan deny this as literal, though their hearts tend to glow unlike mere flesh and blood.

Gan are generally regal. Like a genie, a gan enjoys and expects the best for himself and his circle. His world, huge or tiny, is his court. He warmly welcomes others, extending his best, and is easily aroused to anger or frustration when treated without honor and courtesy. Against foes, gan spare no tool or strategem, from subterfuge by good gan to torture and beheading by evil ones.

Gan adventure to marvel at incredible wonders. They deeply appreciate beauty, from an awe-inspiring vista or finely-crafted castle to a gorgeous lover, stunning diadem or magnificent sword.



Physical Traits

Gan have the following characteristics.

Attributes: +2 Wisdom. Also, apply an additional +2 based on elemental lineage: +2 Dexterity (air), +2 Strength (earth), +2 Charisma (fire), +2 Intelligence (void) or +2 Constitution (water).

Size: Medium.

Speed: 30 ft.

Wound Points: 8

Awaken Heritage: At any time in your career, if you pursue the elementalist as a multiclass option or the townie profession associated with your elemental lineage, the training time is a mere 3 days when you spend 100 gp in special materials.

Elemental Power: Select 1 lineage from the table below. You enjoy the associated benefits of your lineage.

Heritage	Free Ability (page)	Other Boosts
Air	Air Walk (RPG pg 56)	+5 Acrobatics and +3 DR vs electricity damage
Earth	Iron Fist (RPG pg 72)	+5 Athletics and +1 DR vs mundane attacks
Fire	Fire Bolt (RPG pg 56)	+5 Acrobatics and +3 DR vs fire damage
Void	Force Push (RPG pg 80)	+5 Endurance and +1 DR vs magical attacks
Water	Swim Spell (RPG pg 56)	+5 Athletics and +3 DR vs cold damage

Endure Elements[M]: A gan can ignore effects of extreme temperature. You can exist comfortably in conditions between -40° and 140° F without harm. Your gear is also protected. This ability is continuously in effect even when you are unconscious.

If you enter the elementalist class, you learn 1 elementalist basic ability for which you qualify in lieu of the elementalist's Endure Elements core ability.

Genie Heritage Skills: Boost Appraise, Arcana, Diplomacy, Nature, and Nobility checks by +2.

Free Languages: Common and Genie.

Bonus Languages: Aquan, Auran, Ignan, and Terran. Select a number of bonus languages equal to your Intelligence bonus.

Multiclassing: Elementalist, magus or summoner. You may select 1 of these classes to pursue under the multiclass option.

Typical Alignment: Any neutral.

Typical Deity: Maiya or Iblis for any lineage, as they too were once genies. Or consider Iris (air), Asmodius (fire), Beyos (water), Mithrais (earth) or Thulzuur (void).

Comeliness: 2d6+6 (avg 13). Gan tend to combine the best of their parents and be at least average, if not enticingly attractive.

Base Age: 5. Due to their genie heritage, gan grow rapidly and live longer than humans. They are young adults at 5, middle-aged at 100, and old at 300.

Racial Options

A gan character selects 2 abilities from the following list at 1st level, and may select more abilities at later levels and with age.

Arcane Haggler: You enjoy a +2 bonus on Appraise checks and a 5% discount when purchasing magic items in a marketplace.

Art of Wish: You enjoy a +2 bonus on Literacy checks, or a +10 bonus when phrasing wishes. See Wish (RPG, page 138).

Clap to Eat[M]: You conjure an aromatic, tasty, and nutritious meal suiting any cuisine to satisfy 1 person. Costs 1 vitality.

Courtly Combat: Apply a +2 bonus on Acrobatics and Nobility checks. Also, apply +1 bonus on attack rolls and a +2 bonus on damage rolls using weapons listed below under Weapon Familiarity.

Detect Elemental Gateway[M]: You instantly learn whether or not there is an extra-dimensional portal present within a 30-ft sphere around you that leads to the home realm of any deity listed under Typical Deity in the physical traits section above. See RPG page 240 for details regarding supernatural realms. If you scan the area again, you learn the exact space the portal lies. You cannot detect portals to any other realms.

Elemental Vitality: Up to 5x daily, when using the free ability listed under Elemental Power, you pay 0 vitality cost.

Genie Heritage: You gain 1,000 gp worth of nonperishable and nonconsumable wealth such as armor, gems, and jewelry.

Great Fortitude: You are physically resilient. Boost your Fortitude by +2.

Haggle: You enjoy a +5 bonus on Appraise checks and a 10% discount when purchasing mundane items in a marketplace.

Iron Will: You are mentally resilient. Boost your Will by +2.

Keen Traveler: Boost Dungeoneering, Insight, Perception, Streetwise, and Survival checks by +2.

Lightning Reflexes: You are quick and agile. Boost your Reflex by +2.

Nature's Artist: You enjoy a +3 bonus on Craft, Nature, and Music checks.

Resilient Heart[M]: You can fall to negative hit points equal to 2x your Constitution score when unconscious.

Weapon Familiarity: You are proficient with Light armor, and with the dagger, falchion, and scimitar.

Ghul

Ghuls are quick, sly, twitchy, and violent void travelers.

Appearance & Culture

Ghuls stand 5 to 6 ft tall and are skinny at 100 to 150 pounds. They are mostly hairless and young-looking; often sport bruises, burns, and cuts; and are redolent of roses or reeking of the grave. Those who use electrotech may possess ports on their head, chest or limbs to plug in.

Other races often view ghuls as antisocial, erratic, morbid, rude, and vicious. Stories call them thieves who feed on corpses or children, like ghouls, though such ghuls actually prefer virgins. Insults aside, ghuls are also quick, sly, at home in cities, fine hunters, and adept with tools and electrotech. Ghuls tend to roam in gangs and pledge to tight-knit groups, with visible signs of allegiance.

Ghuls are generally killers. They descend from undead survivors of horrid wars, nucleonic blasts, and the Void's dark vacuum. Legends say their ancestors used electrotech to reclaim mortality and that minute machines in their bloodstream sustain them. Ghuls are fecund with most races and their offspring are always ghuls.

Ghuls are natural travelers. Whether grifters running from the law or scientists in search of new lore, they quickly adapt to new situations and are dangerous if useful companions.

Physical Traits

Ghuls have the following characteristics.

Attributes: +2 Dexterity, -2 Wisdom and -2 Charisma. Ghuls are quick but have short attention spans and crude manners.

Size: Medium.

Speed: 40 ft.

Wound Points: 9. Ghuls absorb more damage than humans.

Blades: Ghuls are proficient with Light blades such as daggers.

Darkvision: A ghul can see in conditions of total darkness as easily as full daylight. Darkvision is black and white only but otherwise functions as normal sight.

Dazzled: You are dazzled for 2 minutes when first exposed to daylight. A dazzled creature takes a -2 penalty on attack rolls and Perception checks. The effect resets when you reenter darkness for more than 1 minute.

False Youth: You enjoy a +20 bonus on Disguise checks to look like a young adult until the last 1d4 hours of your natural life.

Ghul Skills: Boost Acrobatics, Stealth, and Trick checks by +3.

Killer Instinct: Apply a +1 bonus on attack rolls and +1d6 on damage rolls using Light blades.

Loyalty: Select 3 specific groups you belong to, such as your faction, family tribe, gender, nation, race, religion or adventuring party. You cannot knowingly initiate combat against persons of those groups. At each new level, you may change 1 group.

Resist Void: When exposed to void conditions, a ghul suffers no ill effect for the first 3 rounds. Then on the 4th round, he reacts as if just exposed to the Void. Requires False Youth.

Free Languages: Common.

Bonus Languages: Draconic, Drow, Gnoll, Gnome, Goblin, Mechan, Orc, Slith, Terran, and Undercommon. Select a number of bonus languages equal to the character's Intelligence bonus.

Multiclassing: Alchemist, dhampir, dragoon, gadgeteer, gunslinger, goyle, necromancer, rogue, technomancer or voidmage. You may select 1 of these classes to pursue under the multiclass option.

Typical Alignment: Neutral evil.

Typical Deity: Nefriti or Noctorian. Less often, Rorax for merchants and scientists, or Thulzuur for the most vile.

Comeliness: 2d6+2 (avg 9). While usually fit and young-looking, ghuls also tend to sport bruises and sores and smell of dirt, grease, carrion, and blood.

Base Age: 10. Ghuls do not live as long as humans. They are young adults at age 10, middle-aged at 25, and old at 40.

Racial Options

A ghul character selects 2 abilities from the following list at 1st level, and may select more abilities at later levels and with age.

Agile Prowess: Boost Athletics and Acrobatics checks by +5.

Biotronics: Once daily as a swift action, you draw upon a touched or worn battery to pay the vitality cost of the next ability that you use that round. You can draw a maximum of 2 energy points, each of which grants you 3 vitality. Requires Electrotech.

Cannibal's Taste: Once daily, after consuming a pound of a person's fresh flesh, you regain 1d4+1 vitality points. If the flesh was culled from a virgin, you heal a full 5 points.

Cunning: Apply a +5 bonus on Perception and Stealth checks.

Cybernetic Add: You know 1 dragoon basic magic ability for which you qualify such as Mnemoniscope or Vitascope (page 42).

Death Dealer: An adjacent foe is slain outright if it is level 2 or lower. You must be level 4+. Requires Killer Instinct.

Death's Lore: Boost Heal, History, and Religion checks by +3.

Easy Fingers: Boost Trick checks by +2, or by +10 once daily.

Electrotech: You know the invisible mundane forces of nature (called immateria) such as electrics, kinetics, nucleonics, optics, and sonics. You can make checks using the Technics skill (RPG, page 177) and enjoy a +2 bonus on Mechanics and Technics checks.

Electrotech Ports: You sport 3 electrotech ports on your body. You can use them to recharge electrotech items or to augment yourself. Three vitality points convert to 1 energy point.

False Life[M]: You or a touched living ally gains temporary wound points equal to 1d10 + your level. The points last for 5 minutes and then go away. Multiple uses do not stack. Costs 1 vitality.

Firearms Proficiency: You are proficient with firearms and enjoy a +2 bonus on Mechanics checks, or +5 to make and repair firearms.

Fortune's Trove: By chance you acquire 1,000 gp worth of goods of any kind, perhaps from a night's theft.

Ghoul Bite: An adjacent living creature suffers 1d3 necrotic wound damage. Reflex negates. Costs 1 vitality.

Ghul Inheritance: You gain 1,000 gp worth of drugs, electrotech gear, and potions.

Great Fortitude: You are physically resilient. Boost your Fortitude by +2.

Jump[M]: You leap outward, downward or upward up to 30 ft as a standard action without a running start, Athletics check or fear of harm on impact. Costs 1 vitality.

Lightning Reflexes: You are quick and agile. Boost your Reflex by +2.

Mechanic: Boost Mechanics checks by +5, or by +10 once daily.

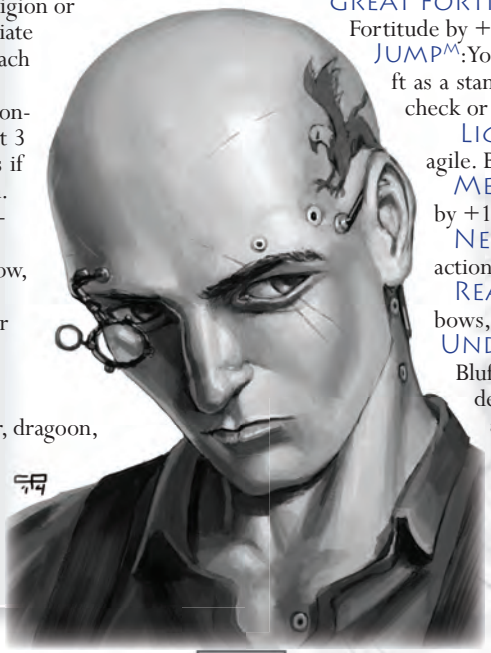
Necrohealing: Up to 3x daily as a swift action, you heal 1 wound point.

Reaver: You are proficient with axes, crossbows, light blades, and Light armors such as leather.

Undead Lore: Apply a +5 bonus on Arcana, Bluff, History, Insight, and Perception checks when dealing with an undead creature or recalling lore about undead. Also, you speak Ancient.

Urban Stride: You move over or through any sort of mundane urban obstacle (window, ledge, fence) at your normal speed and without taking damage or suffering any other impairment.

Void Reaver: Improves Resist Void to grant 2 minutes of initial protection.



Moppet

Moppets are small, terribly endearing, puppet-like constructs.

Appearance & Culture

Moppets stand 1½ ft to 2½ ft high and average 20 to 30 pounds. Also called puppet-folk, these child-sized constructs were first crafted as entertainers and servants to fill practical, peaceful roles such as cooks and musicians. In time, they acquired sentience like their larger kin, warmech, though they are highly personable.

Moppets are often viewed by other races as charming, cute, enthusiastic, entertaining, helpful, humorous, optimistic, and loquacious to the point of peskiness. Moppets are also highly resilient. As living constructs, they bounce back from incidents that would kill a flesh-and-blood person. Most moppets are skilled with a musical instrument, shop machine or other tool.

Moppets are generally fun. They look like dolls or puppets fashioned after people or animals. With soft, felt-like or softwood skin and exaggerated colorful features, they present themselves as cuddly (even if evil). A few show hints of their electrotech interior as badges of honor after hardships and damage in "the big world".

Moppets adventure to sate their curiosity and aid allies. These moppets may have retractable knives and similar devices that surprise any who assume they are like children or toys. Although moppets live with their own kind, they generally ignore that they are constructs and thus easily mingle with humans and the other races.

Physical Traits

Moppets have the following characteristics.

Attributes: -2 Strength, +2 Charisma. Moppets are delightful but weaker than larger folk, though still surprisingly strong for their size.

Size: Small.

Speed: 20 ft.

Wound Points: 5. Due to their light, small frames, moppets can absorb less damage than humans.

Death-Defying Resilience[M]: Once daily, 2 minutes after you die, you automatically recover to 1 wound point and 0 vitality, provided you were reduced to no less than -20 hit points.

Immortal Build: You do not age and cannot die of old age. You do not gain benefits or suffer penalties due to age. Also, you have no need to breathe or eat and in fact lack anatomy to do so though you can still benefit from magic potions. You must sleep as normal. You can still gain sensory information (such as sniffing the air or tasting a flavor).



Lightning Rod: Apply a -5 penalty on saves to resist electrical attacks and effects. Electricity really harms you.

Moppet Immunity: Moppets are robust. You ignore mundane diseases and inhaled gases and enjoy a +2 bonus to resist mundane poison.

Moppet Skills: Apply a +2 bonus on Acrobatics, Bluff, Diplomacy, Music, and Trick checks.

Resist Healing: Due to your artificial nature, you do not heal wound damage due to rest. Also, magic abilities that heal wounds such as Lay on Hands provide only ½ the normal benefit.

Stabilize: When reduced to negative wound points, you automatically stabilize.

Suggestible: You are easily influenced by mind-affecting magic and suffer a -2 penalty on Will to resist magic attacks and effects.

Free Languages: Common.

Bonus Languages: Gnome, Grippli, Halfling, Mechan, and Slith. Select a number of bonus languages equal to the character's Intelligence bonus.

Multiclassing: Bard, pathfinder or savant. You may select 1 of these classes to pursue under the multiclass option.

Typical Alignment: Chaotic good.

Typical Deity: Corvis, Esmariah, Iris or Tanish. Evil moppets tend to worship Rorax.

Comeliness: 2d6+7 (avg 14). Despite their artificial construction, moppets are terribly cute, if not delightful to behold.

Base Age: 0. Moppets do not age and are effectively immortal. That said, moppet characters are usually recently constructed.

Racial Options

A moppet character selects 2 abilities from the following list at 1st level, and may select more abilities at later levels and with age.

Artist: You are skilled at fine arts, music, and writing. Boost Craft, Literacy, and Music checks by +3.

Cat Fall: As an immediate action, subtract 30 ft from the distance fallen when computing falling damage. Costs 1 vitality.

Dialogue: You can freely speak as you move and fight, up to 25 words per turn, in addition to all your other actions.

Electrotech: You study invisible mundane forces of nature (called immateria) such as electrics, kinetics, nucleonics, optics, and sonics. You can make checks using the Technics skill (RPG, page 177) and enjoy a +2 bonus on Mechanics and Technics checks.

Feats of Prowess: You move with grace and power. Apply a +5 bonus on Acrobatics and Athletics checks.

Great Fortitude: You are physically resilient. Boost your Fortitude by +2.

Hidden Knife: You enjoy a +2 bonus on Trick checks, or a +10 bonus to hide or produce a knife as a move action.

Hideous Joke: This improves Joke such that a target within 30 ft falls prone and is dazed while laughing for 1d4 rounds. Will resists. Costs 2 vitality.

Instant Costume[M]: You are immediately dressed in a costume of your choice costing up to 100 gp (a fine noble's outfit). Costume pieces vanish when removed. If the costume includes a mask, you enjoy a +5 bonus on Disguise checks to not be recognized as yourself.

Joke: An adjacent sentient foe is dazed for 1 round. Will resists. Costs 1 vitality.

Knife Artist: You are proficient with light blades and enjoy a +1 bonus on attack roles using such weapons.

Lightning Reflexes: You are quick and agile. Boost your Reflex by +2.

Moment in the Spotlight: Once daily, boost Acrobatics, Bluff, Literacy or Music checks by +5 for 1 hour.

Moppet Self-Repair: Once daily, after 10 minutes of work, you recover a number of wound points equal to your Craft or Technics check result (whichever is better) minus 15. Requires Electrotech.

Moppet Technicant: Boost Craft and Technics checks by +5. Requires Electrotech.

Natural Counselor: Apply a +5 bonus on Diplomacy and Insight checks. You give authentic advice.

Optimism: Once daily, after singing to yourself or with others, you regain 1d4+1 vitality points.

Slam Attack: An adjacent foe must resist using Will or suffer 1d4 damage. Add your Strength modifier to your damage roll.

Stage Actor: Boost Bluff checks by +2, or by +10 when acting on stage before an audience.

Technics Artist: Boost Craft and Technics checks by +5.

Wood Body: You permanently enjoy +1 DR.

Shadeling

Shadelings are shifty, timid, and curious inhabitants of shadowy lands.

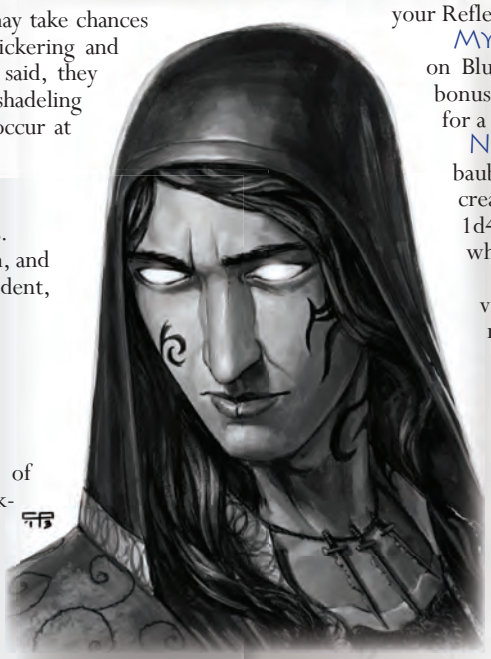
Appearance & Culture

Shadelings stand about 6 ft high but weigh only 150 to 160 pounds with their gaunt, wiry frames. Due to a heritage in shadowy realms, they entirely lack color except for their eyes, which vary from a sick fiendish yellow to a warm angelic gold. Their skin is pure white, pitch black, or most often a shade of gray. Some say they look undead.

Shadelings are often viewed by other races as cunning, curious, easily bored, emotional, sadistic, sneaky, and vain. They are known as slavers who love their own freedom. They may nit-pick details and shades of meaning while demanding clear answers. They can be self-confident to the point of egotistism while harboring hidden anxieties, or vice versa. All these qualities fit their dichotomous nature born of darkness and light.

Shadelings are generally sadistic. They often decorate themselves and sport dyed hair, painted skin, highly decorative or voluminous clothing, ornate masks, and painful piercings. The reason: Just as their skin lacks color, so too does their psyche lack fullness unless they nurture drama in their lives. Even their sense of pain is dulled. Many shadelings enjoy kukris, scythes, and spiked weapons—all to heighten pain.

Shadelings adventure to feel alive. They may take chances against highly improbable odds or evoke bickering and problems with comrades just to feel. That said, they are adept at asking for forgiveness. Rarely, a shadeling shows atavistic qualities of color. This may occur at birth or result from powerful experiences.



Physical Traits

Shadelings have the following characteristics.

Attributes: +2 Dexterity, -2 Wisdom, and +2 Charisma. Shadelings are nimble, confident, and slightly unstable.

Size: Medium.

Speed: 30 ft.

Wound Points: 7. Shadelings can absorb slightly less damage than humans.

Darkvision: You see in conditions of total darkness as easily as full daylight. Darkvision is black and white only, but it is otherwise like normal sight.

Fade[M]: For 5 minutes you fade into the background to enjoy a +5 bonus on Stealth checks, or +10 while not moving. Costs 1 vitality.

Low-Light Vision: You see 2x as far as a human in moonlight, torchlight, and similar conditions of poor illumination. You can distinguish color and detail under these conditions.

Resistances: You enjoy +2 DR versus cold, electrical, and pain damage.

Shadeling Skills: Boost Appraise, Arcana, Bluff, Perception, and Stealth checks by +2.

Free Languages: Common and Ancient.

Bonus Languages: Aquan, Auran, Draconic, Drow, Dwarven, Goblin, Ignan, Terran, and Undercommon. Select a number of bonus languages equal to the character's Intelligence bonus.

Multiclassing: Blackguard, delvemage, goyle, rogue or shadowcaster. You may select 1 of these classes to pursue under the multiclass option.

Typical Alignment: Neutral evil.

Typical Deity: Lilith or Phane.

Comeliness: 2d6+5 (avg 12). A shadeling's elegant features are offset by disturbing eyes and unnatural expressions.

Base Age: 20. Shadelings live somewhat longer than humans. They are young adults at 20, middle-aged at 40, and old at 80.

Racial Options

A shadeling character selects 2 abilities from the following list at 1st level, and may select more abilities at later levels and with age.

Armaments: You are proficient with Light armor and with light blades and the kukri, spear, and scythe.

Cloak Confusion: As a move action, an adjacent foe loses 3 swift actions on its next turn, and if its Will fails, 1 immediate action.

Color Shock: Due to birth or a powerful event, you regain coloring and enjoy a permanent +1 bonus on your Charisma score.

Craft Macabre: Boost Craft and Music checks by +5.

Faux Face[M]: When activating this ability, select 1 race of person other than your own. You enjoy a +20 bonus on Disguise checks for 4 hours + 1 hour per level to appear as a member of that race. You cannot look like anyone but you. Costs 1 vitality.

Gloom Blade: When you and a target are both in an area of shadow or darkness, boost your attack rolls against it by +1.

Iron Will: You are mentally resilient. Boost your Will by +2.

Lightning Reflexes: You are quick and agile. Boost your Reflex by +2.

Myriad of Masks: You enjoy a +3 bonus on Bluff, Disguise and Streetwise checks, or a +5 bonus when wearing 1 of 3 masterwork masks, each for a different skill above and worth 150 gp.

Nail Spray[M]: You conjure a myriad of sharp baubles that fly from your hand to slice and bruise creatures in a 15-ft cone. Affected creatures suffer 1d4 damage per 2 levels (max 5d4), or ½ damage when Reflex resists. Costs 1 vitality.

Nethersight: This improves Darkvision. You can see in magical darkness as well as normal darkness.

Pain Weapons: When using melee weapons, apply +2 pain damage in addition to any other damage dealt.

Resist Cold: You enjoy +5 DR against cold damage. This stacks with your natural cold resistance.

Resist Pain: You enjoy +5 DR against pain damage. This stacks with your natural pain resistance.

Shadow Pocket[M]: One worn garment pocket stores up to 10 pounds of nonliving gear that normally occupies up to 1 cubic ft. While in the pocket, the gear occupies no space and adds only 1 pound to your weight. A DC 22 Perception check reveals the pocket. You add or remove an item as a move action. You can maintain 1 pocket at a time. The effect lasts 4 hours + 1 hour per level. When the magic ends, any contents fall to the floor in front of you. Costs 1 vitality.

Shadow Realms Lore: Boost Arcana and History checks by +2, or by +5 regarding alternate realms, or by +10 regarding the realms with the shadow trait (page 131).

Spiked Chain Adept: You enjoy a +1 bonus on attack rolls and +1d6 damage when using a spiked chain. Requires Spikeling.

Spikeling: You are proficient with spiked armor, spiked shields (except spiked tower shields), and the spiked chain.

Student of Light: Your skin is pure white, your multiclass option is lightbringer, and you enjoy a +1 bonus on attack rolls using lightbringer class abilities.

Trapfinding: Apply a +5 bonus on Perception checks, or +10 to notice traps.

Weapon Finesse: Apply a +2 bonus on attack rolls using Light weapons.

Spriggan

Spriggans are crude, cunning, and large.



Appearance & Culture

Also called biggans, spriggans stand about 8 ft tall and weigh in at 220 to 300 pounds. Whether male or female, a spriggan resembles a very large and particularly ugly and feral ginger-haired gnome, often gaunt with warty, green troll-like skin. Males have more hair while females have sharper, garish nails.

Other races often view spriggan as devious, easily aroused, hungry, sadistic, and trap-wise. In fact, they vary from violently mad to maliciously ingenious, lending their society a chaotic, almost demonic fervor. As these folk descend from a mix of gnome and troll blood, they can be terrible and perplexing, adept with civilization's norms and yet remarkably crude and cruel. Indeed, beauty, happiness, and romance hold scant meaning amidst their torrid, bloody lives. That said, spriggans enjoy self-satisfaction, are far from stupid, and easily cooperate when it suits them. They respect charismatic and powerful spellcasters.

Spriggans are generally crazy. Their odd heritage inspires random fits of blood lust, despair, glee, hunger, obnoxiousness, self-loathing, and moments of incredible heroism. Legends claim the first spriggans were created when a gnome medicant rescued his children from the grumbling bowels of a marauding band of hungry trolls. Whatever their origin, spriggans tend to live in badlands, mountains, caves, swamps, and rocky areas where they trap prey.

Spriggans adventure out of wanderlust, even on a whim, to satiate curiosity or to pilliage. The rare good or lawful spriggan often flees his village in search of sanity and truely civilized folk, with tragedy both behind and before him. Spriggans and gnomes do not get along.

Physical Traits

Spriggans have the following characteristics.

Attributes: +2 Strength, +2 Constitution, -2 Wisdom, and -2 Charisma. Spriggans are strong and hardy but lack common sense and are off-putting if not revolting.

Size: Medium.

Speed: 30 ft.

Wound Points: 12. Spriggans are incredibly tough and can absorb far more damage than humans.

Darkvision: A spriggan can see in conditions of total darkness as easily as full daylight. Darkvision is black and white only, but it is otherwise like normal sight.

Dual Heritage: For all effects related to race, a spriggan is considered both a gnome and a mutant.

Illiterate: Apply a -5 penalty on Literacy checks. Spriggans lack the inborn capacity for eloquence typical of other races.

Minor Regeneration: Spriggans are hale. You always stabilize when bleeding, can heal 1 wound point as a move action up to 3x daily, and regenerate missing limbs after 1d4 weeks.

Nails and Teeth: You use a mix of your teeth and iron-like nails to inflict 1d3 damage against an adjacent foe that fails to resist using Reflex. Add your Strength modifier to the damage.

Phobia: Spriggans harbor odd phobias. Select 1 phobia such as snakes, spiders, heights, jesters, or so forth. When a phobic prompt is present within 30 ft and line of sight, the spriggan may inadvertently blurt out the phobia. The chance is 90% - 2% per level. When a phobic item is pressed within 15 ft of the spriggan's direction, he is frightened for 5 minutes or shaken if Will resists. A spriggan can only be affected once by a phobic item in a 24-hour period.

Powerful Build: Boost Athletics checks by +5. Apply a +2 bonus on attacks and a +5 bonus on saves to resist Bull Rush, Charge, Grapple, Overrun, and Trip attacks. Also, you function as 1 size larger when determining whether a foe's special attacks based on size (such as Swallow Whole) can affect you. These benefits stack with abilities such as Enlarge that change a subject's size.

Spriggan Skills: Boost Athletics, Intimidate, Mechanics, Trick, and Warcraft checks by +2.

Free Languages: Common.

Bonus Languages: Abyssal, Giant, Gnome, Orc, and Sylvan. Select a number of bonus languages equal to the character's Intelligence bonus.

Multiclassing: Alchemist, barbarian, blackguard, shifter or warlock. You may select 1 of these classes to pursue under the multiclass option.

Typical Alignment: Chaotic evil.

Typical Deity: Corvis, Iblis, Lilith, Maurob, Rorax, Thulzuur or Xyzok. Spriggans rarely worship Tiamat. Neutral and good spriggans worship Greenwyrm, Iris or Tanish.

Comeliness: 2d6+0 (avg 7). Due to their mutant heritage, spriggans are amongst the ugliest of the civilized races.

Base Age: 5. Spriggans do not live nearly as long as humans. They are young adults at age 5, middle-aged at 15, and old at 30.

Racial Options

A spriggan character selects 2 abilities from the following list at 1st level, and may select more abilities at later levels and with age.

Athlete: Boost Athletics and Endurance checks by +5.

Gearhead: Apply a +5 bonus on Mechanics checks, or +10 when using steamgear.

Gnomish Form: This extends Reduce to last 1 hour and grants a +10 bonus on Bluff and Disguise checks to seem like a gnome.

Grapple: You grapple an adjacent foe up to 1 size larger when you have 1 hand free and beat the foe's Fortitude. A grappled creature cannot move from its space and can only use a Light melee weapon that is already in hand. Each round, you must expend a move action to maintain the grapple, and the foe can try to beat your Fortitude as a standard action to break the grapple. If you desire, you can block a grappled foe's mouth with 1 hand to prevent speech.

Great Fortitude: You are physically resilient. Boost your Fortitude by +2.

Lightning Reflexes: You are quick and agile. Boost your Reflex by +2.

Powerful Hand: Select 1 weapon group. You don't suffer the usual -5 nonproficiency penalty (RPG, page 156) when using melee weapons in that group in an unusual way, such as wielding a 2-handed weapon in 1 hand. Requires Powerful Build and proficiency with the selected weapons.

Raider: Boost Trick, Stealth and Warcraft checks by +3.

Redcap[M]: Once daily, after consuming 1 pound of a freshly slain person, boost Intelligence-based skill checks by +5 for 1 hour.

Reduce[M]: You or a touched ally shrink 1 size category for 5 minutes. The smaller size halves height, grants a +2 bonus to Reflex, a -1 penalty to damage rolls, a -5 penalty on Athletics checks, a -3 penalty to maximum normal wound points, a +5 bonus on Stealth checks, -10 ft speed, and a 7/8ths weight reduction. Costs 1 vitality.

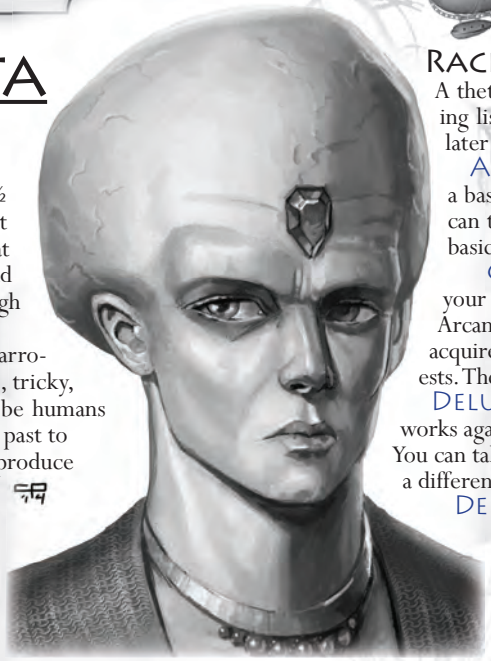
Track: Boost Survival checks by +5, or by +10 when tracking in natural environments.

Trapmaker: Boost Mechanics checks by +5, or by +10 to craft traps.

Vitality Surge: Once daily as a standard action you may draw upon inner reserves of anger and regain 1d6 vitality.

Theta

The cerebral theta relies on mental powers.



Appearance & Culture

A theta ranges in height from 4½ ft to 7½ ft and averages 80 to 240 pounds. Most notable: the enlarged skull that houses great brain power. Thetas are otherwise hairless and androgynous with greenish-gray skin, a high body temperature, and minimalist attire.

Other races often view thetas as aloof, arrogant, brilliant, dominant over others, fearful, tricky, and keen problem solvers. Thetas claim to be humans from a distant future who have resettled the past to experiment, enlighten, and guide. Thetas reproduce via eggs. Their culture is highly impersonal.

Thetas are psychic powerhouses. They organize into castes and tend to live in sterile, unnatural spaces, whether underground, in steely warren-like cities, or in voidcraft. They revere entertainers, inventors, and philosophers, and their leaders are master manipulators.

Thetas adventure to learn, acquire new electrotech, test their mental powers, or test and experiment on others, even companions.

Physical Traits

Thetas have the following characteristics.

Attributes: -2 Constitution and +2 Intelligence. Thetas sacrifice stamina to boost their brains.

Size: Medium.

Speed: 30 ft.

Wound Points: 5. Thetas absorb less damage than humans.

Daze[M]: You daze a person within 30 ft for 1 round. Will resists. Costs 1 vitality.

Detect Thoughts[M]: You note the presence or absence of thoughts (from conscious, sentient creatures) within a 60-ft cone. After concentrating for a second round, you learn the number of thinking minds and the Intelligence of each. After concentrating for a third round, you "hear" the current surface thoughts of 1 creature of your choice within range for 2 minutes if you beat its Will. Costs 2 vitality.

Mage Hand[M]: With the power of your mind you can move a single unattended object weighing up to 5 pounds within 30 ft of you. You can move the object up to 10 ft.

Mental Focus: As a swift action, apply a +1d6 bonus on 1 skill check made that round. Multiple uses do not stack. Costs 1 vitality.

Thought Link[M]: You form a telepathic bond for 2 minutes with a person within 30 ft and line of sight. Communicating is as natural and quick as normal speech. The bond ends if you move out of range. You can maintain only 1 bond at a time. Costs 1 vitality if the person is unwilling.

Free Languages: Common.

Bonus Languages: Any. Select a number of bonus languages equal to the character's Intelligence bonus.

Multiclassing: Chronomancer, magister, psion, savant or technomancer. You may select 1 of these classes to pursue under the multiclass option.

Typical Alignment: Lawful neutral, tending toward evil.

Typical Deity: Yeurgit or Ymuri, or Iblis if evil.

Comeliness: 2d6+1 (avg 8). Their large heads, pallid complexions, and lack-luster frames are not inspiring, and even off-putting.

Base Age: 30. Thetas have long childhoods but age rapidly due to mental stress even as they hang on for several centuries. They are young adults at 30, middle-aged at 45, and old at 300.

Racial Options

A theta character selects 2 abilities from the following list at 1st level, and may select more abilities at later levels and with age.

Acquire Basic Etherscope: You gain a basic etherscope (page 201) worth 1,000 gp. You can take this ability a second time to trade in your basic etherscope for a deluxe etherscope.

Conehead: Pathfinder, sage or wizard is your multiclass option and you enjoy a +3 bonus on Arcana, History, and Literacy checks. Also, your head acquires a distinctive cone shape denoting your interests. The shape inflicts a -5 penalty on Disguise checks.

Delude Monster: Your Delusion ability now works against 1 nonperson creature type of your choice. You can take this ability multiple times. Each time, select a different creature type.

Delusion[M]: One person within 30 ft is dazed while you concentrate as a standard action each round + 2 additional rounds (max 2 minutes). While dazed, he believes he faces challenges in an alternate reality and may try up to 3 checks on skills of your choice. You know if he succeeds. An attack roll on the target, or a rousing slap by an adjacent ally, also ends the effect. Will resists. Requires Daze. Costs 2 vitality.

Electrotech: You study invisible mundane forces of nature (called immateria) such as electrics, kinetics, nucleonics, optics, and sonics. You can make checks using the Technics skill (RPG, page 177) and enjoy a +2 bonus on Mechanics and Technics checks.

Intellect Fortress[M]: Boost Will by +5 for 3 rounds.

Intellect Ray[M]: One foe within 30 ft suffers 1d6 psychic damage per level (max 5d6). Reflex resists for ½ damage. Apply +3 damage if you wear a 500 gp gem. Costs 1 vitality.

Lunatic Artist: Boost Bluff, Craft, Insight, Literacy, and Music checks by +2. Your creations are insightful but bizarre.

Mask Effect[M]: As an immediate action, you cause an attack initiated within 30 ft to appear to observing persons to have no effect, though it works anyway. Will negates if a person touches the supposedly unaffected target of the attack and actively disbelieves as a standard action. Lasts 2 minutes. Costs 1 vitality.

Mental Missive[M]: You send a 1-way telepathic message consisting of up to 3 vivid images to a sentient creature within 60 ft. You only need line of effect not line of sight. Costs 1 vitality.

Omega: Your third eye awakens. You may apply a +5 bonus to a single d20 roll up to 2x daily, or 3x daily if you wear a 500 gp gem.

Psychic Analyst: When you beat a target's Will using Detect Thoughts you may learn its favorite or feared reality plus its 3 best or worst skills rather than its thoughts.

Psychic Detective: This improves Detect Thoughts such that can you target a 5-ft space and gain results from persons who have passed within 15 ft of the space within the past 2 minutes.

Psi-Brain: If and when you take levels in battlemind or psion, use Intelligence as your prime attribute for those classes.

Self-Revitalize: Once daily, after 1 minute of focusing on your inner third eye, you heal 1d4+1 vitality.

Sense Link[M]: You establish a perceptual bond with a touched or mindlinked ally for 5 minutes. Each round, you see and hear through the ally's eyes and ears as if you were in his place. You are defenseless while using this ability. Once the bond forms, it persists out to any distance. You can end the bond as a swift action. You can only maintain 1 bond at a time. Costs 1 vitality.

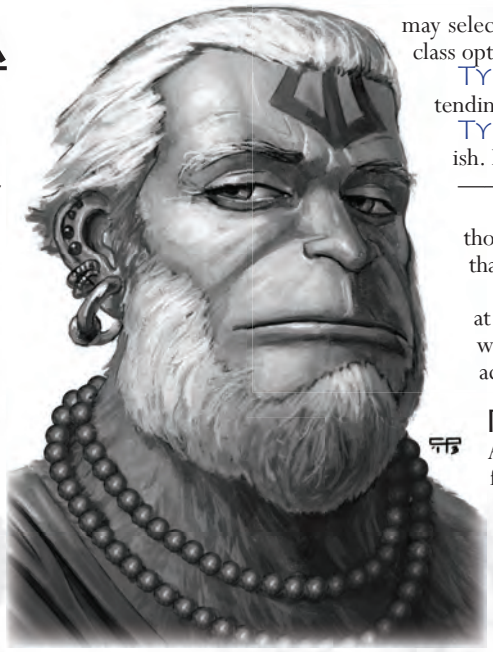
Sustenance[M]: You do not need to eat or drink (unless you wish to) and enjoy a +5 bonus to resist ingested poisons and sleep magic.

Technomancer's Apprentice[M]: An adjacent person or mutant with Intelligence 11+ can make Technics checks and enjoys a +5 bonus when doing so for 4 hours + 1 hour per level. Costs 1 vitality.

Third Eye: You have a 500 gp gem embedded in your forehead. It grants you 3 vitality points usable only for theta magic abilities. It counts for abilities such as Intellect Ray that require a gem.

Vanara

Vanaras are a brave, inquisitive, forest-dwelling monkey-like people.



Appearance & Culture

This simian humanoid is covered in a layer of soft fur and has a 3-ft long prehensile tail. Males average 5½ ft high and 165 pounds while females average 5 ft high and 150 pounds. Hair is a source of pride, be it chestnut, ivory, or golden. Rare vanara may sport orange, blue, or white coats. Vanara have hand-like feet capable of well-articulated movements.

Vanaras are often viewed by other races as agile, courageous, insightful, mischievous, annoying and odorous, particularly to reptilian races. Vanaras can be amusing, childish, badgering, kind, bluntly honest, hyperactive, and loyal all in a single conversation. An group of vanara can quickly muster armies by the thousands or construct entire communities in a few days, then rest with equal abandon afterward, lazily enjoying pastimes and snacks for months.

Vanaras are generally loyal. They cultivate wisdom and keep refocusing on what is important. Before knowing what's valuable, they are slow and insecure, while afterward, decisions are made quickly and fearlessly. Vanaras value nature, particularly trees, though like humans they adapt to other environments. They value mystics, priests, gurus, and others who can share wise words and faithfully live by those words. A vanara friend can last many lifetimes.

Vanaras love to adventure. It is the stuff of their stories and dreams. Ideally, they quest with loyal friends to learn and love, with random, surprise detours along the way. Though honest and curious, a wise vanara also knows when to keep quiet and out of harm's way.

Physical Traits

Vanaras have the following characteristics.

Attributes: +2 Dexterity, +2 Wisdom, –2 Charisma. Vanaras are agile and insightful, but their mischievousness can irritate others.

Size: Medium.

Speed: 30 ft.

Wound Points: 9. Vanaras are slightly more resilient than humans.

Climb Speed: Vanaras have a climb speed of 20 ft.

Hopeless Honesty: Vanaras are terribly blunt and suffer a -2 penalty on Bluff, Disguise, and Diplomacy checks.

Low-Light Vision: You see 2x as far as a human in moonlight, torchlight, and similar conditions of poor illumination. You can distinguish color and detail under these conditions.

Mechanically Disinclined: Vanaras are known for breaking machines, always apparently by accident, rather than building or fixing them. You suffer a -5 penalty on Mechanics checks.

Nimble: Boost Acrobatics and Stealth checks by +2.

Prehensile Tail: All vanaras have long, flexible tails that they can use to carry objects. You cannot wield a weapon with your tail, but it allows you to retrieve small stowed objects carried on your person as a swift action (rather than as a move action).

Free Languages: Common and Vanaran.

Bonus Languages: Ancient, Celestial, Draconic, Elven, Gnome, Goblin, and Sylvan. Select a number of bonus languages equal to your Intelligence bonus.

Multiclassing: Druid, magus, monk, ranger or rogue. You may select 1 of these classes to pursue under the multiclass option.

Typical Alignment: Chaotic neutral, tending toward good.

Typical Deity: Corvis. If good, consider Tanish. If evil, consider Tiamat.

Comeliness: 2d6+3 (avg 10). Vanaras, though well-groomed, are slightly less attractive than humans.

Base Age: 15. Vanaras become young adults at 15, middle-aged at 35, and old at 55. Those who live in highly civilized areas with widespread access to curative magic have longer life spans.

Racial Options

A vanara character selects 2 abilities from the following list at 1st level, and may select more abilities at later levels and with age.

Blue-Coat Vanara: You sport blue hair, gain psion as a multiclass option, and apply a +1 bonus on attack rolls using psion class abilities.

Cat Fall[M]: As an immediate action, subtract 30 ft from the distance fallen when computing falling damage.

Extra Rings: You can benefit from magic rings worn on your ears, nose, toes, and tail, to a maximum of 8 rings. Other people are limited to 1 ring on each hand.

Fast Climb: Permanently improve your Climb speed by +10 ft.

Forest Adept: Boost Acrobatics, Athletics, and Nature checks by +3.

Free Minded: Once daily, when you fail to resist an attack using Will, you immediately reroll and take the better of the 2 results.

Ginger-Root Vanara: You sport red hair, gain barbarian as a multiclass option, and apply a +1 bonus on attack rolls using barbarian class abilities.

Horse Mastery: Apply a +5 bonus on Handle Animal checks, or +10 to influence horses.

Improved Trip: You enjoy a +5 bonus on your attack roll when using the Trip ability and a +5 bonus on Reflex to resist when Trip is used against you.

Iron Will: You are mentally resilient. Boost your Will by +2.

Jump[M]: You leap outward, downward or upward up to 30 ft as a standard action without a running start, Athletics check or fear of harm on impact. Costs 1 vitality.

Knife Tail: You can wield a dagger or knife with your tail, though you suffer a -2 penalty on such attack rolls, or a -5 penalty if you make another attack roll that same turn.

Lightning Reflexes: You are quick and agile. Boost your Reflex by +2.

Noble Blood: Permanently boost your Strength score by +1. You are taller and heavier than other vanaras, signaling noble blood.

Prankster: Boost Bluff, Stealth, and Trick checks by +5.

Prehensile Pilfer: You can use your tail to make Dexterity-based skill checks, though you suffer a -2 penalty on such checks. This ability does not grant you an extra action on your turn.

Trip: An adjacent foe must resist using Reflex or be knocked to the ground, suffer 1d6 damage, and be made prone.

Warrior: You are proficient with Medium armor and 1 weapon group of your choice.

Whitecape: Due to age, birth, disability or neglect, your hair turns white like a yeti and you lose your Prehensile Tail ability to gain a +5 bonus on Athletics, Endurance, Intimidate, and Warcraft checks. You also gain a slight stoop, bigger teeth, and a thick mane.

Wisdom's Seal: Boost Wisdom-based skill checks by +2. You also gain a tattoo-like birthmark as a symbol of your insight and will.

Vodron

Vodrons are odd, strict, and multifarious living constructs.

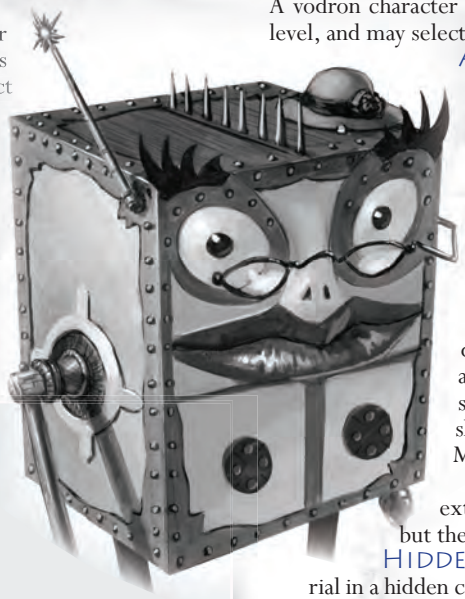
Appearance & Culture

Vodrons are vaguely humanoid in shape, 4 to 5 ft tall, and weigh 100-150 pounds. A vodron has a polyhedral body, with merged head and torso, and limbs that mix hydraulic, rebarbed, and hinged elements. Its body is ironwood, fibrous roots, steel, and so forth. Vodrons tend toward grayish coloring and most insist on fine, uniform-like clothing.

Other races often view vodrons as calm, strict, slow to anger, studious, perhaps intellectual, cautious, and loyal. They are known as natural mechanics. Though very orderly, every vodron is unique due to his personal array of special attachments.

Vodrons are immortal and crafted rather than born. Every vodron is female or male as signaled by its voice and habits. Vodrons expect hierarchy and order and will suggest procedures or take charge when hierarchy is absent. Their society revolves around norms, protocols, and such that are inscrutable even to moppets and warmech.

Vodrons adventure to follow an in-built purpose, on a superior's orders, or as roguish behavior typical of chaotic vodrons who are expelled from society. While highly odd at times, vodrons are useful, and even ingenious, traveling companions.



Physical Traits

Vodrons have the following characteristics.

Attributes: +2 Intelligence and -2 Charisma. Vodrons are bright but somewhat robotic and uninspiring.

Size: Medium.

Speed: 30 ft.

Wound Points: 8. Vodrons absorb damage the same as humans.

Energy Shield: For 5 minutes, you enjoy +10 DR against 1 energy type, or +2 DR versus all energy types. Costs 1 vitality.

Immortal Build: You do not age and cannot die of old age. You do not gain benefits or suffer penalties due to age. Also, you have no need to breathe, eat or sleep. You can still gain sensory information (such as sniffing the air or tasting a flavor).

Lightning Rod: Apply a -5 penalty on saves to resist electrical attacks and effects. Electricity harms you.

Low-Light Vision: You see 2x as far as a human in moonlight, torchlight, and similar conditions of poor illumination as well as underwater. You can distinguish color and detail under these conditions.

Mecha Keen: Boost Mechanics and Perception checks by +2.

Resist Hacking: Once per round as a swift action, boost Will by +2, or +5 against sleep effects, against the next attack that round.

Resist Healing: Due to your artificial nature, you do not heal wound damage due to rest. Also, magic abilities that heal wounds such as Lay on Hands provide only ½ the normal benefit.

Stabilize: When reduced to negative wound points, you automatically stabilize.

Tough Chassis: Your tough chassis grants +3 DR. This chassis replaces armor. You cannot wear armor, though you can use a shield and/or wear a special jumpsuit if trained with such, and your chassis can be magically enchanted as if it were armor.

Unique Role: You gain 1 bonus racial ability, class ability or theme minor award of your choice for which you qualify.

Vodron Immunity: You ignore mundane diseases and inhaled gases and enjoy a +2 bonus to resist mundane poison.

Free Languages: Common and Mechan.

Bonus Languages: None. You do not gain any bonus languages regardless of your Intelligence.

Multiclassing: Artificer, chronomancer, gadgeteer, lancer, sage or savant. You may select 1 of these classes to pursue under the multiclass option.

Typical Alignment: Lawful neutral.

Typical Deity: Ezri or Mithrais, or Rorax if evil.

Comeliness: 2d6+4 (avg 11). Vodrons are endearing in an odd-looking way.

Base Age: 0. Vodrons do not age and are effectively immortal. That said, vodron characters are usually recently constructed.

Racial Options

A vodron character selects 2 abilities from the following list at 1st level, and may select more abilities at later levels and with age.

Antennae: Boost Perception checks by +5, or by +10 once daily. You sport a variety of whisker-like sensitive antennas that pick up small changes in the environment.

Auto-Toolkit: Select up to 5 pounds of tool kits and skill kits (RPG, page 165). The selections are permanently installed in your chassis, cannot be damaged or removed, and do not add to your encumbrance. Readying or stowing a kit is a move action.

Electrotech: You study invisible mundane forces of nature (called immateria) such as electrics, kinetics, nucleonics, optics, and sonics. You can make checks using the Technics skill (RPG, page 177) and enjoy a +2 bonus on Mechanics and Technics checks.

Extra Articulations: You acquire extra limbs and joints. You cannot attack with them but they boost Dexterity-based skill checks by +2.

Hidden Cavity: You store up to 1 cubic ft of material in a hidden cavity in your body. Opening or closing the cavity is a swift action for you. Spotting a closed cavity requires a DC 22 Perception check. Add the encumbrance of stowed items, as if worn.

Jumpsuit Proficiency: You are proficient with special vodron jumpsuits that are equivalent to masterwork Light armors.

Minor Repairs: An adjacent construct, or a moppet, vodron or warmech, heals 1d4 wound points. Costs 1 vitality.

Monocles: You sport 3 retractable color monocles. They grant a +5 bonus on Appraise, Insight, and Perception checks, respectively. Retracting or deploying a monocle is a move action, and while using a monocle, you suffer a -2 penalty on attack rolls.

Pack Mule: Treat your Strength score as 4 points higher than normal when determining your carry capacity.

Recalculate: As a standard action in combat, boost your initiative by +5 for the remainder of combat.

Shocking Grasp: One adjacent foe suffers 1d6 electrical damage per level (max 5d6) and is dazed for 1 round unless Fortitude resists. Apply a +5 bonus on your attack against metal-clad foes. Costs 1 vitality.

Technics Artist: Boost Craft and Technics checks by +5.

Telescopic Arms: You extend 1 arm to enjoy a 10 ft reach. You cannot wield a weapon with this arm while extended, but you otherwise treat objects or targets within 10 ft as adjacent to you. Extending or retracting an arm is a move action.

Telescopic Legs: As a move action, you lengthen your legs by 3 ft, gain +10 ft speed, and suffer -4 encumbrance slots and a -5 penalty on saves and checks to remain balanced or standing. Alternatively, you shorten your legs by 2 ft to apply the opposite modifications.

Vodron Self-Repair: Once daily, after 10 minutes of work, you recover a number of wound points equal to your Craft or Technics check result (whichever is better) minus 15. Requires Electrotech.

Wee Wings: You have small metallic wings and can fly at a speed of 5 ft (max elevation 30 ft). Each round flying costs 1 vitality.

Windbag: Boost all Intelligence-based skill checks by +2. You can talk on multiple esoteric topics, sometimes all at once.

Woodling

Woodlings are a ponderous and hearty plant-like people.



Appearance & Culture

An adult woodling stands approximately 8 ft tall and averages 300-350 pounds. Males weigh more than females. Woodlings look much like lithe humanoid trees with human-like faces, a 2-prong trunk for a pair of legs, and 2 primary limbs for arms, though a healthy woodling sports extra small branches. Young woodlings are mostly green, while adult and older woodlings tend toward brown, gray, and eventually white or black. Some say black bark denotes an evil woodling.

Woodlings are often viewed by other races as cryptic, enduring, knowledgeable, patient, and slow. They can be caring, but in a long-term way that speedier races may view as indifference. Woodlings love to listen and collect lore, and are known to spend hours studying someone or something. Among all the races, they are the most likely to eschew crowds and machines typical of civilization, and may destroy items or rebuke persons who go against nature.

Woodlings are generally ponderous. At their best, they are strong, circumspect guardians of nature. Though often mistaken for small treants, they are a fey-like people who enjoy many human pastimes, though at a more thoughtful pace. Woodlings can bud flowers in spring. When gathered in groves, they communicate with each other by pollen as well as speech.

Woodlings view adventuring as a daring undertaking. Most prefer to put down roots rather than travel. At most, a woodling druid or ranger might travel a few miles while guarding a territory. Those who visit other lands are hailed as icons of bravery and lore.

Physical Traits

Woodlings have the following characteristics.

Attributes: +2 Strength, +2 Constitution, -2 Dexterity, and +2 Wisdom. Woodlings are strong, hardy, and patient, but they are also somewhat slow, if not clumsy and ponderous.

Size: Medium.

Speed: 20 ft.

Wound Points: 11. Woodlings can absorb more damage than humans.

Light Bark: Gain +1 DR. This stacks with all other abilities.

Thorn Volley: Up to 3x daily, you can project a volley of sharp floral debris. Creatures within a 15-ft cone suffer 1d4 damage per 2 levels (max 5d4) or ½ damage when Reflex resists.

Woodling Resistances: A woodling enjoys a +2 bonus on Will and a +5 bonus on saves to resist disease and poison.

Woods Lore: Boost Nature and Survival checks by +5.

Free Languages: Common and Sylvan.

Bonus Languages: Draconic, Elven, Gnome, Grippli, and Halfling. Select a number of bonus languages equal to the character's Intelligence bonus.

Multiclassing: Barbarian, druid or shaman. You may select 1 of these classes to pursue under the multiclass option.

Typical Alignment: True neutral

Typical Deity: Greenwyrm or Corvis. Good woodlings may prefer Esmariah, Solari or Tanish. Evil woodlings prefer Lilith.

Comeliness: 2d6+3 (avg 10). Compared to other peoples, woodlings are magnificent and also alien in body and countenance

Base Age: 30. Woodlings live substantially longer than humans. They are young adults at age 30, middle-aged at 300, and old at 600. They may live up to a thousand years or more.

Racial Options

A woodling character selects 2 abilities from the following list at 1st level, and may select more abilities at later levels and with age.

Bark Skin[M]: For 5 minutes, you enjoy a bark-like skin that grants you +2 DR. This ability stacks with worn armor. Costs 1 vitality.

Double Sleep: You can sleep 2x in a 24-hour period, each time gaining the benefits of daily healing (see RPG, page 229).

Endure Elements: You ignore effects of extreme temperature. You can exist comfortably in conditions between -40° and 140° F without harm. Your gear is also protected. This ability is continuously in effect even when you are unconscious.

Extra Branches: You sprout extra branches that act as minor appendages. Apply a +2 bonus on all Strength-based skill checks and attack rolls using Disarm, Grapple, and Trip.

Feral Senses: You gain low-light vision. Also, apply a +5 bonus on Perception checks.

Fey Friend: You have experience with fey. Apply a +5 bonus on Arcana, Bluff, History, Insight and Perception checks when dealing with fey or recalling lore about fey.

Fragrant Flowers: You sprout pleasantly-scented flowers that subtly boost your interactions, especially with people. Apply a +1 bonus on your attacks against Will and a +2 bonus on Charisma-based skill checks that target animals, fey, persons, and plants.

Grapple: You grapple an adjacent foe up to 1 size larger when you have 1 hand free and beat the foe's Fortitude. A grappled creature cannot move from its space and can only use a Light melee weapon that is already in hand. Each round, you must expend a move action to maintain the grapple, and the foe can try to beat your Fortitude as a standard action to break the grapple. If you desire, you can block a grappled foe's mouth with 1 hand to prevent speech.

Great Fortitude: You are physically resilient. Boost your Fortitude by +2.

Healing Sap[M]: You may produce a dollop of sweet sap that heals 1d4+1 wound points for an adjacent willing or helpless creature (but not yourself). Costs 1 vitality.

Heavy Bark: This improves Medium Bark to grant +3 DR (rather than +2).

Iron Will: You are mentally resilient. Boost your Will by +2.

Medium Bark: This improves Light Bark to grant +2 DR (rather than +1).

Ovate: You know 1 druid basic ability for which you qualify.

Overrun: You easily push through a foe's space. If you beat its Fortitude as a swift action, you can freely pass through its space while maintaining your speed. If not, you stop adjacent to it and do not pass it.

Pack Mule: Treat your Strength score as 4 points higher than normal when determining your carry capacity.

Slam Attack: You can smash at foes using your branch-like limbs to inflict 1d6 damage + your Strength modifier. Fortitude resists.

Spry Sprout: Boost your land speed by +5 ft. You can take this ability a second time to enjoy a total bonus of +10 ft.

Sun-Rest: The sun heals you. For each hour of exposure to natural sunlight on a clear or party-cloudy day, you recover 1 vitality to a maximum of 5 vitality in a 24-hour period. You must be a living good-aligned person.

Toughness: Your body is a tough fighting machine. Boost your maximum wounds by +3 points.

Woodland Stride: You can move through any sort of natural undergrowth (natural thorns, briars, overgrown areas, and similar terrain) at your normal speed and without taking damage or suffering any other impairment. Undergrowth that is magically manipulated to impede motion still affects you.

Chapter 4
Classes



"What good is a gun, even a fine firecracker like Talos's here, against this hideous creation, be it a golem, a wily illusion, or a summoner's eidolon."

A character's class is his profession. Table 4-1: Summary of Classes lists 21 new and exciting professions from which to choose.

Many new classes fit technological settings and can still be useful in fantasy ones as well. In some cases, player and GM may wish to craft a reasonable backstory to explain the presence of a high-tech character.

Table 4-1: Summary of Classes

Class	Page	Description
Abjurer	32	Uses magic to defeat magic-using creatures.
Alchemist	34	An alchemist brews bombs and potions to transform body and mind.
Battlemind	36	A battlemind is a disciplined psychic knight and adept kineticist.
Chrono-mancer	38	Scans the past, trades across history, foresees the future, and manipulates time to his favor.
Delvemage	40	Use a darkstone to weave spells underground.
Dragoon	42	This warrior, a cybernetic blend of flesh and electrotech, launches explosive dread missile attacks.
Gadgeteer	44	Ingenious crafter of potent and zany electrotech gadgets that may work only for him.
Goyle	46	This urban arcanist is a gothic trickster and friend to monsters.
Grenadier	48	A battlefield trooper who lobs nasty bombs and brews a myriad of helpful potions.
Illusionist	50	Relies on imagination and insight into others' desires and fears to fool their senses.
Lancer	52	This battlefield soldier wields a specially-augmented steamgear polearm to rain down hurt.
Lightbringer	54	This bright spellcaster aims to see all, even the future, and bring illumination to everyone.
Magister	56	A science genius, occult explorer, sage, and mesmerist, he studies secrets of space and time.
Magus	58	This keen student of genie magic delights in wonders and terrors as he grandly makes his way.
Marshal	60	A marshal is a reliable and magic-savvy leader.
Priest	62	Pious missionary of a particular deity and religion, with a profound link to divine will.
Samurai	64	A samurai warrior relies on a spiritual heritage to overcome foes.
Savant	66	A cerebral master of all things electrotech, able to morph metal, energize machines, and more.
Summoner	68	This charismatic spellcaster conjures eidolons and otherworldly beings to do his bidding.
Technomancer	70	Relies on magic to locate, use, and defuse tech.
Voidmage	72	Wears an electrotech mesh that helps survive the Void and manipulate gravity.

Option: Split Moves are Free

The GM may wish to alter the "action economy" to make combat more flexible and exciting. By expending a swift action, any combatant can split its movement to occur both before and after its standard action, provided that the total distance moved is not greater than its speed. When using this rule, abilities like Shot on the Run and Spell on the Run that allow a character to split his movement, instead double the maximum allowed distance to equal 2x his speed.

Advancement

Characters usually begin at 1st level and progress with experience up to 20th level. As listed in Table 4-2: Character Progression, all characters gain vitality, abilities, awards, and attribute boosts as they progress.

In order to progress to a new level, a character must have the number of experience points (abbreviated XP) listed in the table. The XP amounts indicated (at each level) are the total gained up to that point in the character's career. For example, Talos the 1st-level fighter begins with 0 XP and earns 7 XP during an adventure. This is more than the 5 XP listed for 2nd level, so he progresses to 2nd level. During his next adventure, he earns 14 XP. His total now equals 21, which is enough to advance him to 3rd level. A character cannot advance more than a single level after a single game session.

Characters who start at 0th level are juveniles on the cusp of adulthood. They must earn 2 XP and select a class to graduate to 1st level.

Table 4-2: Character Progression

Level	XP	Vitality	Abilities Gained	Theme Awards	Attribute Boost
0	-2	1	Standard racial traits	Minor	
1	0	5	2 racial, 3 core		
2	5	10	4 basic	Minor	
3	20	15	4 basic, 1 racial		
4	40	20	2 basic, 1 intermediate	Minor	
5	70	25	2 intermediate		+1/+1
6	100	30	1 basic, 1 intermediate	Major	
7	150	35	2 intermediate, 1 racial		
8	200	40	2 intermediate	Minor	
9	250	45	1 advanced		+1/+1
10	300	50	1 basic, 1 intermediate	Major	
11	375	55	1 advanced		
12	450	60	1 advanced	Minor	
13	550	65	1st paragon (1 day/week)		+1/+1
14	650	70	1st paragon (full use)	Minor	
15	750	75	1 advanced, 1 racial		
16	850	80	2 basic, 1 racial	Major	
17	950	85	1 advanced		+1/+1
18	1100	90	1 intermediate, 1 basic	Major	
19	1250	95	2nd paragon (1 day/week)		
20	1500	100	2nd paragon (full use)*	Minor	

* Each day the character may select a different paragon tier ability.

Abilities Gained

At 1st level, a character knows the 3 core abilities listed under his class. As a fighter, Talos begins with Combat Focus, Rapid Attack, and Weapon Focus (RPG, page 58).

A character also starts with 2 race abilities. Options are listed with each race description. Talos is human and takes Electrotech and Seafarer for his racial abilities. Apparently, his extensive time at sea included training in electrical machinery.

At 2nd level, a character learns more. Options are listed with each class. Abilities are organized into 4 tiers: basic, intermediate, advanced, and paragon. A character selects 4 basic abilities at 2nd level, 4 more basic abilities and 1 more racial ability at 3rd level, and so forth over his career. He learns his first intermediate ability at 4th level, his first advanced ability at 9th level, and his first paragon ability at 13th level, albeit for only 1 day per week, with full access every day at 14th level. At 20th level, you can re-select the 2nd paragon ability each day.

Vitality

Vitality is the energy a character can tap to avoid blows and use abilities. A character's maximum vitality points equal the amount indicated in the table for his level plus his Constitution modifier (minimum 1 vitality). For example, a 5th level character with 15 Constitution has 25 + 2 = 27 vitality.

Theme Awards

Characters are eligible for awards at every even level over their career. These awards are selected from the character's theme such as Arcanist, Noble or Traitor. Each theme offers an archetypal set of abilities. See Chapter 6: Themes for details regarding 36 new themes in addition to the options available in the Radiance Players Guide.

Themes offer minor and major awards. These are equivalent to basic and intermediate abilities, respectively.

Attribute Boosts

Attributes improve with level. At 5th level, a character improves any 2 attributes by +1. Again at 9th, 13th, and 17th level, the character improves any 2 abilities by +1. Never apply both +1 boosts to the same attribute. Because fighters rely on Strength, Talos will likely improve that attribute whenever he can. He might also improve his Dexterity, Charisma or some other attribute.

Option: Epic Characters

With the GM's permission, use the rules below to advance a character beyond level 20. Unlike lower levels, epic tier characters advance 2 levels at a time, each time after earning 500 XP. For example, advance from level 20 to 22 after acquiring a total of 2,000 XP and from level 22 to 24 after 2,500 XP. A character can advance to level 30 or maybe beyond, to rival epic monsters, though of course still stand far from gods. Epic characters do not gain additional vitality or any other benefits from Table 4-2: Character Progression. Each time the character advances, select a package of benefits from the list below. You can select each package only once ever unless stated otherwise.

» Archmage: You gain a spell kit for which you qualify, a +1 bonus to its attribute, and 10 mana points. See page 156 for details.

» Back to Your Roots: From your theme, you gain 3 minor awards and 2 major awards. Moreover, you gain 2 racial abilities and a +2 boost to a single attribute of your choice.

» Class Mastery: From your class, you learn 1 advanced ability, 2 intermediate abilities, and 2 basic abilities.

» Hero of Legend: You gain 1 more paragon ability for which you qualify and a +2 boost to your class's prime attribute.

» Mass of Loyal Followers: You acquire 1 group such as a cabal (page 235) or squad (page 242) plus 10 townie followers (each level 2), and 3 alders (each level 6). Finally, you attract 1 monster follower and 1 unique henchman designed using PC rules, each with your alignment and a level equal to ½ your own. When you qualify for more followers or lose them, they appear after 1 month. They each require 1 gp daily per level in upkeep or they leave.

» Downtime: You acquire 1 kit (page 10), a +1 bonus to its attribute, +5 vitality, and 2,500 gp worth of gear or property.

» Sudden Wealth: You gain 20,000 gp. This is from an inheritance, or it's a gift or tribute by a patron, faction, church or even an entire people. You may spend this wealth as you like.

» Supernatural Path: You acquire 1 level of an immortal template (page 74) for which you qualify and enjoy a +1 bonus on all defenses, +5 vitality, and +1,000 gp in wealth. You can take this package 2+ times, but you are limited to 1 kind of immortal.

» Townie Profession: You gain 1 townie profession and a +2 boost to its corresponding attribute.

» Well of Faith: You gain +5 wound points, +5 vitality points, and +1 on all defenses. You enjoy +2 DR (even when naked and helpless). You also start each level with +5 faith points and acquire a visible halo. The halo's color matches your deity's realm (see Table 12-21, under "Portal Color" in RPG, page 240).

Key Terms

Here are key terms to know regarding your character's class.

PRIME ATTRIBUTE: A character's prime attribute is decided by his class. For example, Talos the fighter has Strength as a prime attribute. A character's prime attribute determines the highest tier of class abilities he can access (see Minimum Attribute Score below).

ATTACK: When you target a foe with an ability that allows it to resist, you make an attack roll. Resolve the attack roll using the following formula:

= d20 + ½ your level + your prime attribute modifier + other modifiers

Each ability specifies which of your foe's defenses (Fortitude, Reflex or Will) you must overcome. If your attack result equals or falls below the target's defense then the target resists your attack. Otherwise, it suffers consequences.

DEFENSES: Characters resist attacks using Fortitude, Reflex and Will. Every class grants a bonus to 1 or more defenses. For example, fighters enjoy a +2 bonus to Fortitude.

ARMOR: This entry indicates the types of armor and shields with which a character is initially proficient. For example, fighters begin at 1st level proficient with many types of armor and shields while wizards start with no proficiency. When a character wears armor for which he lacks proficiency, he feels klutzy and is impeded, suffering a -5 penalty on all d20 rolls.

WEAPONS: This entry indicates the weapons with which a character has proficiency. Proficiency may include an entire weapon group or groups as well as particular weapons. When a character uses a weapon for which he lacks proficiency, he suffers a -5 penalty on his attack roll.

STARTING GOLD: Roll the dice indicated to determine a character's starting gold. You may use the starting gold to purchase gear as indicated in Chapter 8: Equipment.

ALIGNMENT: The character must be the alignment indicated or suffer penalties. Most classes allow "Any" alignment. For example, being a fighter does not entail a particular moral or ethical outlook and thus can be any alignment.

SPECIAL: Listed here are unique benefits and limits of a class along with role-play advice. Fighters do not have any significant benefits or limitations.

TRAINING: Roll the dice indicated and add the result to the young adult age listed under the character's race. For example, humans become young adults at age 15, and fighters have an apprenticeship of 1d4 years. For Talos the fighter, if a die roll indicates a 3, his career begins at age 18 (15+3). With your GM's approval, you can begin at a different age.

Using Abilities

Here are concepts to know to adjudicate the use of abilities.

ABILITY TYPE: Some abilities are marked with [C] or [M]. Abilities marked with a [C] symbol are craft abilities. They require time, gold, and a toolkit or laboratory to use. Without these, the ability is unusable. Abilities marked with a [M] symbol are magic abilities. Typically, a character must have an implement such as a staff or wand in order to use a magic ability. Without an implement, the character suffers a -2 penalty on attack rolls using that ability.

PREREQUISITE: When an ability states you "require" another ability to use it, or the ability "improves" another ability, then you must have that other ability.

MINIMUM ATTRIBUTE SCORE: In order to learn or use a basic ability of a class, you must have a 9 or higher in that class's prime attribute. Similarly, you must have at least a 12, 15 or 18 to learn or use any of the class's intermediate, advanced or paragon abilities, respectively.

ACTIVATION: Abilities require a standard action to begin using unless stated otherwise, though passive bonuses to skills, weapon damage, and so forth are automatic. Some abilities are activated as a move action, swift action or immediate action, or begin after performing a rite, meditating, or so forth as indicated in the ability's description.

When an ability requires multiple rounds to activate and the character is interrupted, then any vitality is expended and no effect occurs unless the character was in the final round of activation, in which case there is a 50% chance the ability works. Similarly, abilities that require ongoing concentration are ended if the character suffers damage.

TARGETING: You can target a point in space, an area, yourself, an ally (a willing recipient of your ability), a foe (an unwilling recipient), a stunned or unconscious creature (unwilling but can't resist), an attended item (object held by a conscious foe) or an unattended item (object held by no one or by an ally).

Some abilities specify that a target must be living, nonliving, sentient, mindless or a person. Constructs and undead are nonliving. All other creatures are living. A creature must have an Intelligence score of 5 or higher to be considered sentient. A "person" hails from the playable races such as dwarf or elf. Most abilities can affect all creatures and do not indicate any limitation.

When an ability indicates a touched target, the target must be adjacent to you and be either an ally or a helpless foe.

RANGE: Abilities function out to a certain distance. When engaged in combat, the battle space is delineated into 5-ft squares. If you use a battle mat and miniatures, use numeric distances. Otherwise you can use approximations as indicated in the table at right.

Unit	Meaning
5 ft	Adjacent
15 ft	Near
30 ft	Close
60 ft	Proximate
90 ft	Far
120 ft	Distant

A targeted creature or item must be within an ability's specified range. Otherwise, you cannot target it.

AREA OF EFFECT: An ability may target all creatures in an area. A typical area is a burst around a target point (indicated by a radius), or a cube-shaped or cone-shaped area. For example, the Fireball spell affects creatures in a 15-ft-radius burst. This indicates that creatures are affected if they are within 15 ft of the point targeted by the wizard who cast that spell. In contrast, the Burning Hands spell affects creatures within a 15-ft cone. The tip of the cone begins at the character's fingertips (edge of his space) and grows outward to affect everything within 15 ft in front of him. Solid obstacles such as walls block area effects that inflict damage unless the obstacle is the target.

When not using a battle mat, you can mentally link character's locations and actions to key spots in an encounter area, such as noting that Talos the fighter is behind the first pillar in a hall.

DURATION: Abilities begin immediately after activation unless stated otherwise. When a duration is indicated, an ability expires after the specified time elapses. Otherwise, the effect is permanent. Typical durations are 1 round (until the start of your next turn), 2 minutes (the typical length of a combat encounter), 1 hour, 24 hours (which requires daily renewal), or 4 hours + 1 hour per level.

Magic abilities can be suppressed or negated by other abilities such as Dispel Magic. Also, the character who uses a magic ability can dismiss it (end the effect) as a swift action unless stated otherwise.

A magic ability that alters a target's shape or material substance lasts only 1 round if the target uses a magic ability to change its own shape or substance.

DEFENSES: The target of an ability may be able to defend himself to minimize harm. There are 3 defenses, also called "saves".

Defense	Situation	Attribute Modifier
Fortitude	Withstand physical assault, such as by an arrow's poison.	Strength or Constitution
Reflex	Dodge or look away, such as avoiding falling into a pit.	Dexterity or Intelligence
Will	Resist mental assault, such as a witch's charm spell.	Wisdom or Charisma

Each ability indicates which defense to use (if any). Compute the target's defenses using the following formula:

= 10 + ½ target's level + target's attribute modifier + other modifiers

Use the most advantageous attribute modifiers. For example, a character with 8 Wisdom and 15 Charisma would use Charisma.

The character using the ability makes an attack roll. If the result is *above* the target's defense, then the target suffers the full effect. Otherwise, the target is okay or suffers a moderated effect such as ½ damage.

Weapon Use: When you use a Medium or Heavy melee weapon like a sword to target a foe, you must overcome the foe's Fortitude in order to hit. In contrast, when you target a foe while using a Light melee weapon like a dagger or a ranged weapon like a bow, you must overcome the foe's Reflex. If you hit, determine damage as specified by the ability or by your weapon's base damage (see RPG, pages 160-161). Whenever there is uncertainty, an ability's description always trumps a weapon's description.

Natural Weapons: Many creatures have natural weapons such as claws or a bite. The target defends against such attacks using Reflex unless the creature's description says otherwise. One can use natural weapons as a move action with a -5 penalty on the attack roll.

Damage Type: Many abilities deliver damage of a specific type: acid, cold, electrical, fire, force, holy, necrotic, pain, psychic, sonic or vile. When a damage type is indicated, the target creature suffers damage of that type. Some abilities grant a bonus to DR to reduce damage caused by a type of energy. If the damage type is not indicated, then assume the target suffers mundane damage such as is caused by claws or a weapon.

Damage: Most abilities harm vitality. When a character drops to 0 vitality, he suffers wound damage. A few abilities cause direct wound damage. On top of vitality damage indicated, mundane melee and ranged weapon attacks add the attacker's Strength and Dexterity modifier respectively, unless stated otherwise, while magical attacks add the attacker's prime attribute modifier.

Bonus: Abilities may provide bonuses. For example, an ability might grant a +5 bonus on Arcana skill checks. Bonuses from different abilities stack (add upon) each other, while bonuses from the same ability do not. Exceptions to this rule are stated clearly. For example, a character cannot benefit from multiple uses of Mage Armor, nor can Mage Armor benefit a character who is already wearing armor, as stated in the ability's description. Bonuses go away when the ability's duration expires. A few abilities only work while a character is conscious, even if the ability's duration has not expired. When an ability provides temporary wound or vitality points, apply damage to the temporary points first. If points remain when the ability expires, those points are lost.

Penalty: Some abilities inflict penalties. For example, the Prayer spell inflicts a -1 penalty on foe's d20 rolls. Penalties from different abilities stack (add upon) each other, while penalties from the same ability replace each other. Thus, affecting a foe with the Slow spell 2x does not reduce its speed to ¼ normal.

Condition: An offensive ability may impose a condition, causing a foe to be blinded, confused, exhausted, nauseated or so forth. See page 228 for complete definitions of conditions.

Improved Effect: Many abilities improve with level. For example, the Fireball spell's damage equals 1d6 per level. Thus, a 9th-level wizard inflicts 9d6 damage.

Rounding Up: For abilities, always round up unless stated otherwise. For example, if a spell delivers 1d6 damage per 2 levels, and the character is 5th level, then the spell's damage is 3d6.

Limited Usage: Some abilities can be used once or more daily. When a description does not indicate how many uses, assume that use is unlimited or limited only by the character's vitality.

Vitality Cost: Use of most magical abilities and some mundane abilities drains vitality. Unless stated otherwise, subtract the stated cost from the character's total vitality when the ability is first activated. If the character lacks sufficient vitality then he suffers wound damage to cover the difference. A character with 0 vitality cannot activate abilities that require vitality.

Taking an Ability Multiple Times: A few abilities explicitly state that they be taken multiple times. Each time, the character receives an improved benefit. Otherwise, abilities are taken once.

Option: Maybe You Can!

If the GM allows, you may attempt to use class abilities that you don't know. After all, such abilities are highly related to your training and what you do already.

You can only try to use class abilities that have a vitality cost or an instantaneous effect, and the chance of success depends on how much time you devote your effort and the ability's tier relative to the highest tier you already access.

Tier	Try For 1 Round	Try For 1 Minute
Below your highest tier	1 in 6 chance	1 in 4 chance
Same as highest tier	1 in 10	1 in 8
Above your highest tier	1 in 20	1 in 12

Whether you succeed or fail, you expend the ability's vitality cost, or 1 vitality, whichever is greater. You may try a particular ability only once per level and can use this rule up to once daily per point of Wisdom bonus (minimum once daily).

Party Roles



While you create your character, review other player's selections of class and abilities to ensure that most or all the following key roles are filled.

Antimage: Detect and repress magic, bypass foes' magical defenses, and counter enemies' spells and gear. The goyle often sports magic resistance and the technomancer disrupts others' items.

Booster: Aid and inspire party members, granting them bonuses or even extra actions. The alchemist, magister, marshal, and priest suit this role.

Brute: Wade into the thick of battle and smash foes with impunity without regard to anyone's safety. The battlemind, dragoon, and samurai suit this role.

Crafter: Appraise, create, and repair items, particularly magic items. A craftsman is cheaper and more reliable than treasure-hunting. The alchemist, gadgeteer, magister, and savant suit this role.

Defender: Protect your allies. Often this means preventing foes from moving past you. The battlemind, magus, and samurai best fill this role.

Devastator: Blast hordes of foes at once using magic like Fireball. The dragoon, grenadier, lancer, technomancer, and voidmage suit this role.

Face: This person speaks with diplomacy and confidence when encountering new creatures. The illusionist, lightbringer, and marshal fill this role. The goyle is a face with both people and monsters.

Healer: Cure wounds and remove ailments. First Aid is useful, but Lay on Hands and Healer are best. The alchemist and priest best fill this role. The grenadier and magister can brew healing potions.

Manipulator: Subtly convince others through guile or magic to favor your goals. This is most useful to avoid confrontation. The chronomancer and illusionist suit this role.

Scout: Quietly survey situations. Flying, scrying, and darkvision are useful. The ranger, rogue, sorcerer, and witch suit this role. The voidmage uses magic to survey areas better than anyone else.

Sneak: Hide in shadows and move silently, whether to pilfer, overhear conversations, or enter an area with ease. Though no one beats the rogue, the alchemist, goyle, and technomancer have ways.

Striker: Deal maximum hurt to a single powerful foe. Often this person prefers preparation and proper positioning. The alchemist, battlemind, magus, and savant bring skills here.

Summoner: You conjure allies to defend you, scout, or keep watch. The summoner is specially designed to fill this role.

Traveler: Bypass or reshape the environment to afford easy travel or hinder foes' moves. The alchemist can take a flying form, the battlemind moves others, and the gadgeteer, magus, and voidmage aid far travel. The chronomancer can escape through time.

Abjurer

An abjurer uses magic to defeat other magic-using creatures.

Background & Adventures

Abjurers rely on defensive spells to detect and disrupt others' magic. Many monsters use magic, particularly aberrations and fiends, and even seasoned adventuring parties and savvy guardians welcome abjurers to identify and neutralize magical foes and traps.

Abjurers gravitate to cities, colleges or guilds, and the chambers of the paranoid and wealthy, particularly in lands where people fear and demonize magic or, conversely, where mages are common and casters can specialize. Spell-savvy nations train abjurers for the battlefield as a bulwark against enemy spellcasters. Abjurers may also staff churches and arcane academies, work as bodyguards or jailers, install magical security in buildings, or clean up other mages' messes.

Generally, abjurers focus on protecting others. Their motive may be compassion, duty, fear or hate. Some hunt particular foes, while others provide safety so they and their charges can sleep easy.

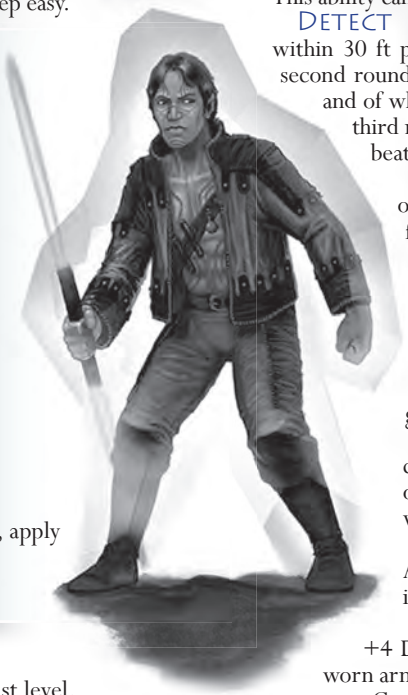
Class Details

Abjurers have the following statistics.

Prime Attribute: Intelligence or Wisdom (your choice).
Attack: d20 + ½ class level + either Intelligence or Wisdom modifier.
Defenses: +2 Fortitude , +2 Will.

Armor: All armors and shields.
Weapons: Clubs, daggers, hammers, and the quarterstaff.
Starting Gold: 5d4 x 10 (125 gp).

Alignment: Any nonchaotic. A chaotic abjurer cannot advance in levels.
Special: You require an Abjuring Rod (below) to use your class magical abilities. If you are not wielding or touching your rod, apply a -2 penalty to your attack rolls.
Training: 3d4 years.



Core Abilities

Abjurers start with the following abilities at 1st level.

Abjuration Studies: You enjoy a +3 bonus on Arcana, Endurance, and Perception checks.

Abjuring Rod: You gain an iron rod covered in protective metallic sigils. The rod serves as a 1-handed masterwork cold iron club. Alternatively, you can affix the rod to a wooden shaft to function as a quarterstaff with 1 end that is masterwork and cold iron.

Once daily, you may spend 5 minutes studying the rod's sigils to learn for 24 hours any 1 abjurer magical ability for which you qualify that's below paragon tier.

The rod costs 330 gp to replace plus 8 hours and a DC 15 Arcana check to re-carve its sigils. You are limited to 1 Abjuring Rod at a time.

Aegis[M]: You veil yourself in a subtle magical weave that grants you temporary wound points equal to 1d6 + your level + your Int modifier. The points last 5 minutes and then go away. Damage that subtracts from these points causes no apparent harm to you; nor are you dazed when first losing these points. Multiple uses do not stack. This ability stacks with Beast Blood or False Life. Costs 1 vitality.

Basic Tier

Abjurers may select from the following basic abilities.

Arcane Bodyguard: As an immediate action, you intercept any 1 attack against an adjacent ally so it strikes you instead. Do not reroll the attack, just resolve it as if the attack targeted you and succeeded. Requires Abjuration Studies. Costs 2 vitality.

Arcane Training: Apply a +3 bonus on Arcana and Literacy checks. You can read magic scrolls. Also, you speak Draconic.

Decastave[M]: You transmute an adjacent staff, rod or stick into a 10-ft glowing quarterstaff. It counts as magical, and with it, you enjoy 5-ft reach, a +1 bonus on attack rolls, and inflict 1d8 + 1 per level force damage. The item retains all its other usual qualities, including any magical ones. The effect lasts 1 hour. You are limited to one such staff at a time. Costs 1 vitality.

Deffuse Spell[M]: As Dispel Magic but targets only 1 non-permanent magic effect up to a tier you can access on 1 adjacent creature. Will resists if unwilling. Requires Abjuration Studies. Costs 1 vitality.

Detect Curse[M]: After 1 minute spent observing an adjacent creature, object or space, you learn whether it is cursed. A successful DC 15 Arcana check reveals the curse's name and nature, and DC 30 betrays the name of the creature who laid the curse.

Detect Magic[M]: You learn whether magic is present or absent within a 15-ft cone. The next time you scan the same area, you learn the exact location (within 5 ft.) and name of 1 magic ability present. This ability cannot locate invisible creatures or detect illusions.

Detect Magic User[M]: You learn whether 1 creature within 30 ft possesses magic abilities. After you concentrate for a second round on the same creature, you learn how many abilities and of what tier. Finally, after concentrating on the target for a third round, you learn the names of its magic abilities if you beat its Will. Costs 1 vitality.

Extend Reach: As a swift action, you use the tip of a held quarterstaff or pole to enjoy a 10-ft reach (or 5 ft if Small) for the next spell you use that round that normally requires you touch the target or be adjacent to it. Requires Staff Combatant.

Identify Spell[M]: When trying an Arcana check using the Spellcraft subskill, you learn the spell's name as usual, its full description (range, vitality cost, etc), and the location of the caster and the caster's target, if any, if within 30 ft. Requires Detect Magic.

Invisible Circle[M]: As a swift action, an adjacent Binding Circle (below) turns invisible for 5 minutes or until a creature of the circle's type steps within it, whichever occurs first. Costs 1 vitality.

Ironite: You can merge (or separate) your Abjuring Rod into (or from) your forearm, such that it's hidden and can't be removed.

Mage Armor[M]: A shimmering field grants you +4 DR for 1 hour. Mage Armor does not stack with real worn armor or other magic abilities that don't stack with worn armor. Costs 1 vitality.

Mana Block[M]: One touched adjacent creature is unable to use any magical abilities for 1d2 rounds. Will resists. Costs 1 vitality.

Mana Bolt[M]: One creature within 60 ft suffers 1d4 force damage; also, if you beat its Will, it cannot activate any magical abilities below paragon tier or use magic abilities that require concentration for 1 round. Requires Mana Block. Costs 1 vitality.

Quell Curse[M]: Your touch blocks an adjacent curse's effect. Costs 1 vitality for 5 minutes or 2 vitality for 1 hour of protection.

Resist Energy[M]: For 5 minutes, you or a touched ally enjoy +10 DR against 1 energy type, or +2 DR versus all energy types. Costs 1 vitality.

Scribe Scroll[C]: You place a magic ability that you or an adjacent ally know into a scroll or similar single-use media that a character with this ability or with Arcane Training, Artificer Training or similar abilities can use. The cost and time equal 25 gp and 1 hour for a basic ability; or 150 gp and 2 hours, 325 gp and 4 hours, or 750 gp and 8 hours for an intermediate, advanced or paragon ability, respectively.

Shield[M]: As a swift action, you conjure a shimmering shield of force that provides you +2 DR. The shield lasts 2 minutes and also provides total immunity to the Magic Missile ability. Costs 1 vitality.

Staff Combatant: You enjoy a +1 bonus on attacks when using a quarterstaff; also, you may attack with both ends of the staff, making 2 attacks as standard action but with -2 penalty on both.

Spell Ready: Boost Arcana and Perception checks by +5.

Intermediate Tier

Abjurers may select from the following intermediate abilities.

Abjurer's Armor: When you activate Mage Armor or Mage Plate, boost your DR by +2. Costs +2 vitality.

Antithetical Sign[M]: You evoke a glyph on a stationary surface within 15 ft. For 1d4 rounds, aberrations, fiends or undead (pick 1) within 30 ft of the rune cannot activate magic abilities or move toward it. Will resists. Once a creature resists, it cannot be affect again for 24 hours. Requires Aegis. Costs 2 vitality.

Arcane Researcher: Apply a +5 bonus to Arcana, History, Literacy, and Religion checks.

Binding Circle[C]: You prepare a special circle to imprison magic-using creatures. After a 2-hour ritual costing 500 gp and 5 vitality, you produce a 10-ft diameter circle of sigils that traps any 1 creature type of your choice except animals or persons.

Once a creature of the chosen type steps into the circle (or moves within 10 ft above or below), it cannot exit the circle or affect anything outside the circle using its magic abilities. It can use mundane ranged attacks. The binding lasts 1 hour or until you release it. Up to 1/round, a trapped creature of your level or higher may spend 5 vitality as a move action to attack your Will. If it wins, it breaks free.

Once drawn, the circle is permanent but it cannot trap another creature unless it is reset with 5 vitality by you or another abjurer or any other spellcaster who passes a DC 18 Arcana check.

This ability counts as advanced tier for all non-abjurers.

Counter Spell[M]: As an immediate action, you target 1 person within 30 ft who is activating a magic ability. If you beat his Will, you negate his magic. Requires Identify Spell. Costs 1 vitality + the countered ability's vitality cost, if any.

Dazing Rod: As a move action, your next successful strike that round using your Abjuring Rod or Decastave dazes the target for 1 round in addition to other effects. Fortitude resists. Costs 2 vitality.

Decastave Ace: This improves Decastave to grant a +2 attack bonus; also, you may make 2 attacks with it as a standard action without penalty. Also requires Staff Combatant.

Indestructible Rod[M]: Your Abjuring Rod is immune to all mundane and magical damage except by Miracle or Wish.

Mage Plate: This improves Mage Armor to grant +6 DR. Also requires Aegis. Costs 2 vitality.

Mana Ball: This improves Mana Bolt to target all foes in a 15-ft-diameter sphere within 90 ft. Costs 2 vitality.

Mana Magnet[M]: As a move action, any magic abilities and effects that target any adjacent allies target you instead. Lasts until the start of your next turn. Costs 2 vitality.

Mental Barrier: Permanently boost your Will by +5.

Named Abjuration[M]: Once daily, select 1 specific magic ability by name of any tier you can access. You ignore the harmful effects of that ability for 24 hours. Requires Abjuration Studies and either Counter Spell or Spell Immunity. Costs 2 vitality.

Punitive Aegis[M]: This improves Aegis such that foes that successfully strike you in melee immediately suffer 2d6 force damage. Fortitude resists for ½ damage. Costs 2 vitality.

Regain Rod[M]: If your rod is within 120 ft and line of sight, it appears in your hand. Will resists if it's attended. Costs 2 vitality.

Remove Curse[M]: You negate 1 curse affecting the touched creature. A creature can so benefit only once daily. Costs 2 vitality.

Resist Magic: Boost saves by +2 to resist magic abilities.

Safety[M]: An adjacent ally cannot be specifically targeted for 1 round by 1 specific foe within 120 ft if it foregoes its next attack roll. Sentient attackers detect the effect. Requires Aegis. Costs 2 vitality.

Sigil Shield[M]: This alters Shield such that it resists any 1 basic or intermediate magic ability of your choice, selected at the time of casting, in lieu of Magic Missile. Also requires Abjuration Studies.

Spell Retribution: Boost your attack bonus by +2 against any creatures that targeted you with a magic ability in the past 5 minutes.

Advanced Tier

Abjurers may select from the following advanced abilities.

Antithetical Seal: This improves Antithetical Sign to last 2 minutes, or 1 hour for creatures below your level. Costs 5 vitality.

Bolster Aegis: This improves Aegis to grant temporary wound points equal to 4d6 + your Int modifier. Cost 5 vitality.

Dispel Magic[M]: You target 1 magical effect within 30 ft. You can end an area effect, magic on an item or magic on a creature, as you desire. If the magic is permanent, then you suppress it for 5 minutes. If it has a duration, the magic ends. Requires Abjuration Studies. Costs 5 vitality.

Exorcism[M]: You target 1 fiend, undead or possessed creature within 15 ft. If you beat its Will, it is destroyed (if undead), banished to its home realm (if a fiend) or freed from possession. Costs 5 vitality.

Force Mantle[M]: As an immediate action, you erect a 15-ft square invisible field directly in front of, behind, above or below you. The field blocks movement and attacks from both sides and lasts until the start of your next turn. Costs 5 vitality.

Greater Counter Spell: This improves Counter Spell to halt the magic use of any creature type, not just persons.

Magic Resistance: You enjoy a +5 bonus on saves to resist magic abilities. Also, when you are targeted by a magic ability that does not allow a save, your foe must beat your Fortitude anyway, and if you save then the magic has no effect. Requires Abjuring Rod, Counter Spell, and Resist Magic.

Mana Burn[M]: You curse 1 target within 60 ft for 3 rounds. Whenever it uses a magic ability with a vitality cost, the spell misfires and delivers 1d6 wound damage. Will resists. Remove Curse ends the effect. Requires Mana Block. Costs 5 vitality.

Rod-Shield[M]: As a move action while holding your Abjuring Rob, boost your DR by +10 for 1 round. Costs 1 vitality.

Spell Disruption[M]: Once daily as an immediate action, you touch an adjacent foe as it activates a magic ability, causing it to fail and inflicting 3d4 wound damage. The countered ability must be of a tier you can access. Will resists. Requires Counter Spell and Mana Burn. Costs 5 vitality.

Spell Mirror[M]: This improves Shield such that any magic ability that specifically targets you has a 20% chance to be deflected. If deflected, roll 1d6: 1-2) It reflects back on its caster, 3-4) It targets some other random foe, or an ally if no other foes, or 5-6) It bounces harmlessly away. Costs 5 vitality.

Stunning Rod: This improves Dazing Rod to stun the target for 1 round instead, if you beat its Fortitude. Costs 5 vitality.

Sweeping Stave: As a swift action, all foes within 10 ft (or 5 ft if Small) suffer 4d6 force damage, fall prone, and are dazed for 1 round if they are size Large or smaller. Fortitude resists. Costs 5 vitality.

Paragon Tier

Abjurers may select from the following paragon abilities.

Animus Aura[M]: For 2 minutes, you or 1 touched creature completely ignores all magical effects and cannot use any magic items, magic abilities, or otherwise produce or experience magic. Will resists if unwilling. Requires Aegis and Magic Resistance. Costs 10 vitality.

Anti-Magic Field[M]: You conjure a 15-ft-radius spherical area centered on you in which all magic is suspended for 2 minutes, as if time has stopped but only with regard to magic. Wish or Miracle negates this ability. You can still use magic if you know Abjuring Rod. Costs 10 vitality.

Greater Spell Mirror: This improves Spell Mirror to protect you 50% of the time instead of 20%. Costs 15 vitality.

Mage's Disjunction[M]: This improves Dispel Magic such that once daily you can end all ongoing magic in the area. Permanent magic items are destroyed if unattended, or if their owners fail to resist using Will.

Mass Mana Burn[M]: This improves Mana Burn to target all foes within 120 ft for 1d8 wound damage. Costs 2 vitality per target.

Mass Safety: As Safety but affects all allies within 30 ft.

Wall of Force[M]: You conjure an invisible force field with a surface area up to 1 10-ft square per level. The field can be a flat contiguous plane or a hollow cube, hemisphere or sphere. Nothing, not even incorporeal creatures, can pass through it. Dispel Magic does not end it. Costs 2 vitality per round.

Alchemist

An alchemist brews bombs and potions to transform body and mind.

Background & Adventures

An alchemist pursues the art of transmutation, often through the use of potions, oils, and such, and also by the dangerous, devious, or delightful touch of an uncanny finger.

Alchemists study the hidden bonds and patterns of all things and use catalyzing reagents and magic to shift those. They "see" potential and embrace change, disguise, and reuse. A pillar is a door, an ogre is a warhorse, a river is a cloud—just waiting to happen.

An alchemist often refers to a formula book to work beyond mere error-prone memory. He is likely eager to invite others to help him brew potions, among which his can be exceptional. Some alchemists use their insights to mutate underlings and foes.

The world is change, alchemists learn from travel, and they enjoy allies of all kinds so long as they are afforded their time to prepare.

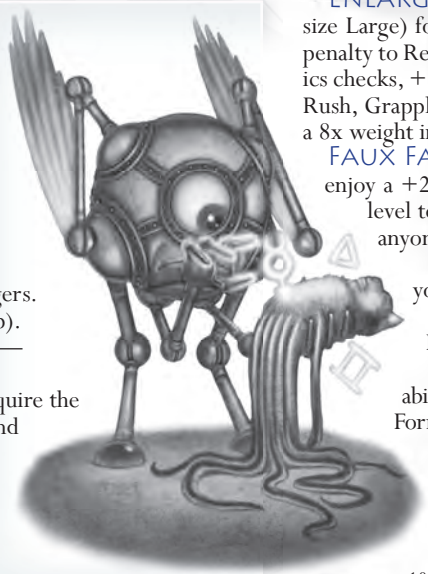
Class Details

Alchemists have the following statistics.

Prime Attribute: Intelligence.
Attack: d20 + ½ class level + Intelligence modifier.
Defenses: Fortitude +2, Will +2.

Armor: All Light armors such as leather.
Weapons: Light blades such as daggers.
Starting Gold: 3d6 x 10 (105 gp).

Alignment: Any.
Special: Abilities marked with a [C] require the use of an artificer's lab that costs 250 gp and weighs 40 pounds. You can also rent such a lab for 5 gp per day. Also, abilities with an [M] require you expend "components" costing 2 cp for basic abilities and 2 sp, 2 gp and 2 pp for intermediate, advanced, and paragon abilities respectively. When you do not, apply a -2 penalty to your attack rolls.
Training: 3d4 years.



Core Abilities

Alchemists start with the following abilities at 1st level.

Alchemist Skills: You enjoy a +2 bonus on Appraise, Arcana, Craft, Endurance, and Nature checks.

Formula Book: Up to 3x daily, you may study a formula book (10 gp, 3 pounds) for 2 minutes to know for 1 hour any alchemist magic ability of any tier that you can access except paragon tier. Each use cancels a previous use. Requires a formula book.

Transmutation Specialty: You know 1 basic tier alchemist ability of your choice for which you qualify.

Basic Abilities

Alchemists select from the following basic abilities.

Anatomy Studies: Boost Arcana and Heal checks by +5.

Apothecary[C]: You can brew drugs and poisons (RPG, page 166) for ½ their listed market price. One dose requires 1 hour of work, and you can prepare up to 10 doses in a day. Also, you can identify a drug or ingested poison after 1 minute of careful visual and olfactory inspection with an accuracy of 70% + 1% per level.

Bomb: You lob a bomb out to 60 ft that blasts a 15-ft-radius volume. Creatures and objects therein suffer 1d6 piercing damage per 2 levels (max 5d6), or ½ damage if Reflex resists. You only need line of effect, not line of sight. Costs 1 vial of blast powder per d6 damage. A vial of blast powder costs 2 gp, weighs 1 pound, and takes 10 minutes to craft. Moving 1 vial into your hand from a bandolier is a swift action.

Bomb Ready: Boost Perception and Trick checks by +5.

Brew Potion[C]: You place an ability that you or an adjacent ally knows into a potion, salve, oil, pill or similar mix that delivers a single-use effect to a creature or object. The cost and time equal 50 gp and 1 hour for a basic ability or 300 gp and 2 hours for an intermediate ability. You or an adjacent ally pay any vitality cost when brewing the potion. See RPG page 196 for details and a list of common potions.

Critter Form[M]: As Wild Shape (below) except you are limited to Tiny animals and you return to your normal form at the end of your turn. You cannot make attacks in this form. Does not work with Enlarge or Reduce. Requires Alchemist Skills. Costs 2 vitality.

Disguise Ally[M]: This improves Disguise Self such that you may target an adjacent willing person instead. Costs 1 vitality.

Disguise Self[M]: Your surface traits—hair color, garment style, gender, voice pitch, etc—transmute to grant you a +10 bonus on Disguise checks for 1 hour. You can grow or shrink 1 ft and modify your Comeliness by +/- 5 points. Costs 1 vitality.

Enlarge[M]: You or a touched ally grow 1 size category (max size Large) for 5 minutes. A larger size doubles height, applies a -2 penalty to Reflex, a +2 bonus to damage rolls, a +5 bonus on Athletics checks, +3 wound points, +10 ft speed, a +5 bonus to resist Bull Rush, Grapple, and Trip attacks, a -5 penalty on Stealth checks, and a 8x weight increase. Costs 1 vitality.

Faux Face[M]: Select 1 race of person other than your own. You enjoy a +20 bonus on Disguise checks for 4 hours + 1 hour per level to appear as a member of that race. You cannot look like anyone but you. Costs 1 vitality.

Faux Faced Ally: This improves Faux Face so you may affect an ally within 15 ft instead of yourself.

Friendly Critter Form: This improves Critter Form so you can affect an adjacent ally. Costs 2 vitality.

Formula Discoveries: Select 3 basic magic abilities for which you qualify from any class. When using Formula Book, you may select from among these abilities.

Healer[M]: An adjacent ally heals 1d4 wounds. Costs 1 vitality.

Identify Concoction: You learn the name and primary effect of 1 touched potion, vial of poison or explosive device. The chance of success equals 70% + 1% per level (max 90%).

Improvise: Up to 5/day, you may ignore the class's special requirement for an artificer's lab or components.

Irritant: An adjacent creature suffers 1d2 wound damage and is blinded for 1 round. Fortitude resists. Costs 1 vitality.

Poison Mastery: Apply a +5 bonus on Appraise, Craft, and Heal checks to identify, brew or neutralize poison.

Poison Use: You never risk accidentally poisoning yourself when applying poison to a weapon, and you may apply poison as a move action.

Reduce[M]: You or a touched ally shrink 1 size category for 5 minutes. The smaller size halves height, grants a +2 bonus to Reflex, a -1 penalty to damage rolls, a -5 penalty on Athletics checks, a -3 penalty to maximum normal wound points, a +5 bonus on Stealth checks, -10 ft speed, and a 7/8ths weight reduction. Costs 1 vitality.

Resist Energy[M]: For 5 minutes, you or a touched ally enjoy +10 DR against 1 energy type, or +2 DR versus all energy types. Costs 1 vitality.

Resist Poison: You enjoy a +5 bonus on saves to resist damage caused by poison.

Ruin[M]: You permanently ruin an adjacent nonmagical item (max pounds = 4 + 1/level). It becomes confetti, dead flowers or such. An attended object's owner resists using Reflex. Costs 1 vitality.

Transmutist: Boost Arcana and Disguise checks by +5.

Spell Secret: You learn 1 basic magic ability for which you quality of any class. Requires Alchemist Skills.

Stealthwise: Boost Disguise, Stealth, and Trick checks by +3.

Variant Bomb: This improves Bomb to deliver an energy type of your choice when you spend a move action that same round.

Intermediate Abilities

Alchemists select from the following intermediate abilities.

Blinding Bomb: This improves Bomb to blind affected creatures for 1d4 rounds.

Boosted Bomb: This improves Bomb to inflict 1d6 damage per level (max 10d6). Costs 1 vial of blast powder per d6 damage.

Dazing Bomb: As a move action, your next use of Bomb dazes targets for 1 round in addition to other effects. Fortitude resists.

Dissemblance[M]: This improves Disguise Ally such that you can affect any creature within 30 ft. Will resists if the target is unwilling. Costs 2 vitality.

Evaporate[M]: You cause a 10-ft cube/level of mundane liquid, or 1 vial/level worth of magic liquid, to evaporate. Anything living or solid within the liquid is not transmuted. Costs 2 vitality.

Fast Potion: You may drink a potion as a move action. Requires Brew Potion and Hustle.

Goldstone[M]: Once daily you focus as a move action and select any 1 ability of your race or 1 alchemist magic ability of a tier you can access except paragon tier. You can and must immediately use the ability or you lose it. You must be an alchemist to use this ability. Costs 5 gp.

Harden[M]: You boost DR by +5 for 2 minutes for an adjacent nonliving object such as a suit of armor weighing up to 250 pounds or a 5-ft square of a hull, wall or other surface. Costs 2 vitality.

Quick Flask: Up to 3/day resolve your use of Bomb or drink a potion as a move action. Requires Dexterity 15+.

Reshape[M]: You change an unattended adjacent mundane object or set of similar objects up to 10 pounds and 100 gp in value into a different object or set of ½ to 2x weight and equal or less value. Lasts 1 hour. Costs 1 sp and 2 vitality.

Soften[M]: As Harden but modify DR by -5. Reflex resists for attended objects.

Stone Shape[M]: You mold adjacent stone into new shapes. You affect up to 10 cubic ft + 1 cubic ft per level. You can form rocks into a stone bridge, warp a pillar to make it fall, form a hole in a wall, or so forth. Costs 2 vitality.

Tiny Ally: This improves Tiny Form such that you can affect an allied animal or person within 15 ft instead of yourself.

Tiny Form[M]: You can reduce yourself to size Tiny for 2 minutes. In this form, you have 2 wound points, a +20 bonus on Stealth checks, a +10 bonus on Reflex, a -5 penalty on damage rolls, a -20 penalty on Athletics checks, -20 ft speed (min 5 ft), and a 98% weight reduction. Costs 2 vitality.

Wild Shape[M]: For up to 5 minutes you become a Tiny or Small animal. You gain a burrow, climb, fly or swim speed of 30 ft or a land speed of 60 ft (choose 1 option relevant to the animal form), and you enjoy a +3 bonus on Endurance, Perception, and Stealth checks. You radiate faint magic. You cannot make attack rolls in this form. You can return to your normal form as a move action. Requires Alchemist Skills. Costs 2 vitality.

Wild Shaped Ally: This improves Wild Shape such that you may target an adjacent ally. Costs 5 vitality.

Advanced Abilities

Alchemists select from the following advanced abilities.

Brew Mutagen[C]: When using Brew Potion, you can place an advanced tier ability for 750 gp and 4 hours work if you have a piece of the creature that will be subject to the potion.

Deliquefy: This improves Liquefy so that you may harden the liquid back to solid as a standard action. Those in the area are unable to move from their space and are staggered until they are freed after 5 minutes of digging by allies. Reflex resists. Costs 5 vitality.

Encage[C]: A Tiny creature's size cannot change when you place it in a special 1-ft-cube fine-wired iron cage (15 pounds, 350 gp).

Fast Healing: You always stabilize. Also, each round at the end of your turn while affected by any of your own ongoing alchemist magic abilities, you automatically heal 1 wound point. This occurs even if you are unconscious but not dead. Requires Anatomy Studies.

Formula Fount: This improves Formula Book to allow you to also prepare 1 advanced or 2 intermediate abilities as well.

Greater Bomb: This improves Boosted Bomb to deliver a maximum of 20d6 damage to a 30-ft-radius volume.

Improvise Potions: When using Brew Potion, you can try to place a basic magic ability for which you qualify drawn from any class. The chance of success equals 70% + 1% per level. If you fail, you still pay the craft cost and must restart. Requires Alchemist Skills.

Lasting Reshape: This improves Reshape to be permanent. Costs 2 gp and 5 vitality.

Lasting Wild Shape: This improves Wild Shape to last 4 hours + 1 hour per level. Costs 5 vitality.

Liquefy: You cause a single 10-ft cube/level of mundane unworked solid matter—or 1-ft cube/level of magical unworked solid matter or mundane worked solid material—within 60 ft to become an equal volume of muddy liquid. If used to ruin a ceiling, those in the area suffer 1d6 bludgeoning damage per 2 levels and are reduced to ½ speed in the liquid, with Reflex resisting for ½ damage. Requires you know Evaporate and Soften. Costs 5 vitality.

Polymorph[M]: For 2 minutes, you acquire the appearance and statistics of any creature (without class levels) with a level up to ½ your own. You retain your Intelligence, alignment, vitality points, and magic abilities. You can end the effect as a swift action and regain 1d4 wounds when doing so. If you fall unconscious or die, you return to your normal form. Costs 10 vitality.

Polymorph Other[M]: This improves Polymorph such that you can affect an adjacent ally instead of yourself. Costs 5 vitality.

Poison[M]: As a move action, you poison 1 weapon or cup of liquid in your possession. When a creature is struck by the weapon or ingests the liquid, it instantly suffers 1d10 wound damage with a 50% chance to suffer an additional 1d10 wound damage 5 minutes later. Unused poison dissipates after 5 minutes. Costs 5 vitality.

Simulacrum[C]: You grow a replicant townie (RPG, page 269) or a duplicate of a living creature with 5 Intelligence or less from a vial of its fresh blood. For each level of the simulacrum, creation takes 1 week and costs 1,000 gp. The process fails if its level exceeds yours. It starts with no memories, follows your verbal commands, and gains free will if you die.

Stoneskin[M]: You enjoy DR 10 for 2 minutes or until the spell blocks 10 points of damage per level, whichever comes first. Requires Harden. Costs 5 vitality.

Tiny Foe: This improves Tiny Ally to affect an unwilling animal or person within 15 ft. Will resists. Costs 5 vitality.

Paragon Abilities

Alchemists select from the following paragon abilities.

Animal Shapes[M]: This improves Wild Shape to affect you and up to 8 touched allies. Costs 2 vitality + 2 per ally.

Baleful Polymorph[M]: A target within 30 ft turns into a harmless Tiny animal. It uses the animal's statistics except it retains its Intelligence, alignment, saves, and vitality. On its next turn, you assault its Will. If it resists, it returns to normal. If it fails, it remains in animal form for 24 hours before you try a final attack. If you beat its Will again, it permanently acquires the form and only you, or a Miracle or Wish, can end the effect. Costs 10 vitality.

Clone[C]: This improves Simulacrum. You may duplicate any living creature, and the result starts with the donor creature's memories.

Huge Ally: This improves Huge Size such that you can affect an ally within 120 ft instead of yourself.

Huge Size[M]: For 5 minutes, you grow to size Huge for 5x normal height, a -5 penalty to Reflex, a +5 bonus on damage rolls, a +10 bonus on Athletics checks, +10 wound points, +20 ft speed, a 15-ft reach, a +10 bonus to resist Bull Rush, Grapple, and Trip attacks, a -10 penalty on Stealth checks, an effective Strength of 25, and a 64x weight increase (Ex. 160 pounds becomes 10 tons).

Metamorphosis: This makes Polymorph Other permanent, though the new form's level equals the old form's level minus 1. Will resists if unwilling. Only Miracle or Wish ends the effect.

Polymorph Any Object: This improves Reshape to affect up to 2 tons and 2,000 gp in value within 30 ft. Costs 10 vitality.

Sublimate: This improves Evaporate to affect solid material instead. Costs 10 vitality + 2 vitality per 10 cubic ft (max 20 vitality).

Battlemind

A battlemind is a disciplined psychic knight and adept kineticist.

Background & Adventures

Battleminds are psychic warriors who synthesize mental discipline and martial prowess to achieve astounding physical feats. They jump far distances, move with blinding speed, push and pull foes, recall a weapon to hand, deflect attacks, sense impending danger, and more.

A battlemind may be a wise mentor, valiant knight, ascetic guardian, determined zealot or tyrannical commander. Some are extreme, sacrificing much for a greater cause. Others seek to master themselves fully to epitomize mental and physical strength.

Battleminds often wed themselves to an ideal, order or philosophy; be it an ancient line defending the world from a forgotten menace (if good) or a foul sect with aspirations of total power (if evil).

As adventurers, battleminds often serve as ever-vigilant defenders and tacticians. They can link with allies to share a strategic advantage and utilize kintetics to control the battlefield like a chess match.

Class Details

Battleminds have the following game statistics.

Prime Attribute: Wisdom.
Attack: d20 + ½ class level + Wisdom modifier.
Defenses: Fortitude +2, Will +2.

Armor: All Light and Medium armors plus the buckler shield.
Weapons: Proficient with all weapons except firearms, subdual weapons, and small projectiles.
Starting Gold: 5d4 x 10 (125 gp).

Alignment: Any nonchaotic.
Special: You carry a 1-pound, 25 gp crystalline focus as an implement. You must meditate with it for 1 hour daily. If not, or if you lose it, reduce your max vitality by 2 + ¼ level. An hour of meditation with the focus ends the penalty.
Training: 3d4 years.



Core Abilities

Battleminds start with the following abilities at 1st level.

Battle Link[M]: You create a bond for 5 minutes with a willing sentient ally within 60 ft. When you and your linked ally make an initiative or Perception check, you both roll and use the higher result. The bond ends if either of you loses line of effect or consciousness. You can maintain only 1 bond at a time. Costs 1 vitality

Battlemind Training: You enjoy a +2 bonus on Athletics, Bluff, Endurance, Insight, and Perception checks.

Mind Strike[M]: Attacks made with your weapon grant you a +1 bonus on attack rolls and +2 psychic damage. If the weapon uses ammunition then the ammunition is so improved.

Basic Abilities

Battleminds select from the following basic abilities:

Action Ready: Boost Athletics and Perception checks by +5.

Blind-Fight: You suffer no penalty when resolving melee attacks against creatures concealed by invisibility or darkness. You must still target the correct place when attacking.

Boost Morale: As a move action in combat, allies within 60 ft who can see or hear you regain 1 vitality and enjoy a +1 bonus on all dice rolls until the start of your next turn. Costs 1 vitality.

Charge: As a swift action, apply +5 damage to your next melee weapon attack roll. You must move at least 10 ft in a straight line just prior to using this ability.

Feather Fall[M]: As an immediate action, subtract 30 ft from the distance falling when computing falling damage.

Feats of Prowess: Boost Acrobatics and Athletics checks by +5.

First Aid: Apply a +5 bonus on Heal checks, or +10 to stop bleeding. Normally, a DC 15 Heal check stabilizes a bleeding character.

Float[M]: You float 1 ft above a solid or liquid surface for the next 5 minutes. Costs 1 vitality.

Force Blade[M]: You conjure a luminous blade that functions in all ways as a real longsword and also delivers +2 psychic damage. It vanishes if it leaves your hands. Costs 1 vitality to conjure the blade.

Force Pull[M]: One target up to size Large within 30 ft is pulled towards you 1d4 x 5 ft, or 5 ft if Fortitude resists. If there is something in the way, it is knocked prone instead. Costs 1 vitality.

Force Push[M]: One target up to size Large within 30 ft is pushed back 1d4 x 5 ft, or 5 ft if Fortitude resists. If there is no room to move back, it is knocked prone instead. Costs 1 vitality.

Hustle: As a swift action up to 1/round, you gain a bonus move action. Requires Mind Strike and Feats of Prowess. Costs 1 vitality.

Jump[M]: You leap outward, downward or upward up to 30 ft as a standard action without a running start, Athletics check or fear of harm on impact. Costs 1 vitality.

Keen Senses: Boost Insight and Perception checks by +5.

Kinetic Shield[M]: You project a shimmering shield that grants you +2 DR for 5 minutes and immunity to the Mind Spike ability. This stacks with worn armor but not Shield. Costs 1 vitality.

Mage Hand[M]: With the power of your mind you can move a single unattended object weighing up to 5 pounds within 30 ft of you. You can move the object up to 10 ft.

Mental Focus: As a swift action, apply a +1d6 bonus on 1 skill check. Multiple uses do not stack. Costs 1 vitality

Mental Missive[M]: You send a 1-way telepathic message consisting of up to 3 vivid images to a sentient creature within 60 ft. You only need line of effect not line of sight. Costs 1 vitality.

Mind Trick: Boost Bluff and Diplomacy checks by +5.

Psionic Study: After observing a foe within 30 ft as a standard action, you enjoy a +2 bonus for 5 minutes on d20 rolls against that foe. Costs 1 vitality.

Psychic Surge: Once daily as a move action you regain 1d6 vitality that you must expend within 1 round or you lose the points.

Repletion[M]: By expending 1 vitality point, you do not need to eat or drink for 24 hours.

Resist Energy[M]: For 5 minutes, you or a touched ally enjoy +10 DR against 1 energy type, or +2 DR versus all energy types. Costs 1 vitality.

Returning Weapon[M]: As a swift action, your weapon returns to your open hand if it is within 120 ft and line of sight.

Sense Threat[M]: Once daily, ignore the surprised condition. There is 30% + 3%/level chance that allies within 15 ft also benefit.

Speed Burst[M]: Boost your speed by +10 ft for 1 hour. Costs 1 vitality.

Transpose Ally[M]: You trade positions with 1 ally up to size Large and 30 ft away within line of sight. You and target must weigh within 250 lbs of each other. Costs 1 vitality.

Intermediate Abilities

Battleminds select from the following intermediate abilities:

Ace: You suffer no attack penalty using Rapid Attack.

Assault Link[M]: This improves Battle Link to work out to 90 ft. Also, if you both make a nonmagical attack on the same target, you both make attack rolls and both use the better result. Costs 2 vitality.

Deflect Projectile: As an immediate action, when you would be hit with a ranged weapon attack, you suffer no damage. You must be aware of the attack and not defenseless. Costs 1 vitality.

Energy Weapon[M]: As a swift action, your melee weapon inflicts +5 force damage in addition to any other damage dealt for 5 minutes or until the weapon leaves your hands. Costs 2 vitality.

Far Jump[M]: This improves Jump to safely take you out to 90 ft. Costs 2 vitality.

Force Punch[M]: A foe within 60 ft suffers 1d6 force damage per 2 levels and falls back 10 ft, or suffers ½ damage and falls back only 5-ft if Fortitude resists. Requires Force Push. Costs 2 vitality.

Force Vortex[M]: You create a powerful vortex within 30 ft for 2 rounds. On your turn, foes up to size Large within 30 ft of the vortex are slowed and pulled towards it at 15 ft per round, or 5 ft if Fortitude resists. Requires you know Force Pull. Costs 2 vitality.

Hide Mind[M]: No magic ability detects that you have magic abilities.

Lasting Vigor: Boost your maximum vitality by +5 points.

Levitate[M]: When you concentrate as a standard action, you mentally move 1 target weighing up to 250 pounds a distance of 30 ft up or down. You can move yourself, a willing creature, or an unattended object out to a distance of 60 ft. Costs 2 vitality.

Mental Barrier: Permanently boost your Will by +5.

Mind Spike[M]: A living foe within 15 ft suffers 2d6 psychic damage, or is slain outright if it is level 2 or lower.

Insistence[M]: As a swift action, 1 adjacent creature cannot leave your side and automatically moves with you as you move nonmagically and as space allows. Lasts 1 round. Will resists. Costs 2 vitality.

Operant Link: This improves Battle Link so when you both try the same skill check with respect to the same target or goal, such as Athletics to jump, you both use the better result. Costs 2 vitality.

Persistence[M]: As Insistence but you cannot leave the subject's side and automatically travel with it, even magically. Costs 2 vitality.

Psi-Blade: Your Force Blade now inflicts +3d4 psychic damage.

Psychic Strike[M]: This improves Mind Strike, such that you enjoy a +2 bonus on attack rolls and +5 psychic damage.

Pushing Thought: Using Force Push is now a move action.

Quick Jump[M]: This improves Jump and Far Jump to require only a Move action. Costs 2 vitality.

Rapid Attack: You may make 2 attacks with the same melee weapon in rapid succession as a standard action. You may direct attacks to the same foe or different foes. Apply a -2 penalty on both attack rolls.

Reverberation[M]: Once daily as an immediate action when you would normally suffer wound damage, all creatures within 15 ft suffer 1 vitality damage (bypasses DR) for each wound point instead.

Second Wind: Once daily after 1 minute of rest you recover 4d6 vitality. Requires Feats of Prowess.

Speed of Thought[M]: When rolling initiative, before anyone acts, you may reposition yourself to any open space within ½ your speed and line of sight and effect. Costs 2 vitality.

Tactical Shift: As a move action, you briefly learn any 1 basic battlemind ability. Lasts 3 rounds. Usable 3/day.

Teleprompt[M]: A foe cannot surprise you within 3 rounds of using Blink, Dimension Step, Dimension Door or Teleport.

Transpose Foe: This improves Transpose Ally to similarly switch with 1 foe instead. Will resists. Costs 2 vitality.

Wounding Transfer[M]: Once daily an adjacent creature takes wound damage equal to the difference between your maximum and current wound points. Costs 2 vitality.

Advanced Abilities

Battleminds select from the following advanced abilities:

Burst Weapon[M]: For 5 minutes your weapon attacks deal +5 force damage to struck foes and 2d6 force damage all other foes within 30 ft (even foes you didn't target). Costs 5 vitality.

Cloud Mind[M]: You cloud your or an allies' presence from a creature within 60 ft for 5 minutes or until the subject makes an attack, which ends the effect. This grants the subject a +20 on Stealth checks against the creature. Requires Hide Mind. Costs 5 vitality.

Force Storm[M]: This improves Levitate to let you manipulate up to 1 creature or object at once per level, move unwilling creatures that fail to resist using Will, and hurtle affected targets as a standard action to make ranged attacks against foes. Objects generally inflict 1d6 damage per 25 pounds of weight or 10 ft thrown. Costs 5 vitality.

Force Wave[M]: This improves Force Punch to let you target 1 foe per 2 levels within 30-ft of you. Costs 5 vitality.

Kinetic Barrier[M]: You enjoy DR 10 for 2 minutes or until the spell blocks 10 points of damage per level, whichever comes first. Requires Kinetic Shield. Costs 5 vitality.

Kinetic Discharge[M]: For 5 minutes, when struck by an attack, your attacker suffers ½ the total damage of its attack (this bypasses its DR). Requires you know Kinetic Shield. Costs 5 vitality.

Mass Mental Missive[M]: This improves Mental Missive, such that your message may send up to 6 vivid images to 6 creatures, or 1 image to 30 creatures, that you have met before and know by name on the same world or realm of existence as you. Costs 5 vitality.

Master Battlemind: You enjoy a +4 bonus on Athletics, Bluff, Endurance, Insight, and Perception checks.

Mind Over Matter: You enjoy +10 DR against all energy types on rounds you move 30 ft or more. Requires Resist Energy.

Mindsight[M]: You perceive your environment normally regardless of perceptual impairment (such as blindness or deafness) or natural environmental effects (such as darkness or mist).

Nondetection[M]: For 1 hour you cannot be targeted by the following abilities: Detect Alignment, Detect Magic, Detect Magic User, Detect Thoughts, Far Sight, Forced Sense Link, Learn True Name, Locate Creature, Probe Thoughts, Scrying, and See Invisibility. These abilities detect nothing about you. This ability protects you even when you are unconscious. Requires you know Cloud Mind. Costs 2 vitality.

Personal Haste[M]: Psionics propels you to blinding speed of action. For 5 minutes, you gain a bonus move action each round. Costs 5 vitality.

Phrenic Strike[M]: This improves Psychic Strike, such that you enjoy a +3 bonus on attack rolls and +10 psychic damage.

Psychic Assault Link: This improves Assault Link to apply to battlemind and psion magic attacks.

Resilient Body: You cannot be dazed. When you take this ability a second time, you cannot be stunned either.

Resilient Sphere[M]: A shimmering globe of force encloses you or a Large or smaller target within 30 ft for 10 minutes or until dismissed by you if you beat the target's Reflex. Nothing physical can move or pass in or out of the sphere, though Dimension Door and Teleport work normally. Costs 5 vitality if the target fails to resist.

Mind On The Run: When using a battlemind or psion magic ability, you can move both before and after using it, provided that your total distance moved is not greater than your speed.

Transpose: This improves Transpose Foe to similarly switch any 2 allies and/or foes within 90 ft with each other. Costs 5 vitality.

Whirling Blade[M]: You can throw your melee weapon along a 60 ft line and make attack rolls against each and every foe along that line. The weapon automatically returns to you at the end of your turn. Effects of other abilities apply to each foe. Requires Mind Strike. Costs 5 vitality.

Paragon Abilities

Battleminds select from the following paragon abilities:

Foresight[M]: You cannot be surprised and may ignore Sneak Attack damage if your Will resists. Moreover, once daily you may completely ignore 1 attack against you as an immediate action as if you had foreseen the moment. This ability does not work while you are unconscious.

Free Movement[M]: As an immediate action, you ignore any and all effects that impede your movement for 2 minutes. You ignore abilities like Grapple and Slow, and you move and attack normally underwater, even with slashing weapons, and so on. Costs 10 vitality.

Metaphysical Strike[M]: This improves Phrenic Strike, such that you enjoy a +5 bonus on attack rolls and +15 psychic damage, and also automatically resists sunder attacks.

Mindbar[M]: As an immediate action, you ignore 1 attack that allows you to resist using Will. Costs 5 vitality.

Telekinesis[M]: This improves Levitate to move up to 1 ton per level.

Telekinetic Sphere[M]: This improves Resilient Sphere such that any creatures or objects within are drastically reduced in weight. By concentrating as a standard action, you can move the sphere if its contents weigh 2.5 tons or less. You can move the sphere 30 ft each round, up to a distance of 100 ft + 10 ft per level from you. When unattended the sphere falls at 60 ft per round. Costs 10 vitality.

Chronomancer

A chronomancer masterfully explores and manipulates time.

Background & Adventures

A chronomancer is sensitive to time portals, travelers, and shifts. He communicates across history, querying peers in other eras and even trading items. He may be a time traveler or protector of an era.

Chronomancers are founts of history, including likely future events, and they manipulate time with keen eyes and lore in mind. Because tampering with time is fraught with peril, they focus on spells with specific controllable effects. However, powerful chronomancers are more free-form and can manipulate events with ease.

More than other classes, a chronomancer thrives on strategy and forethought. He can plant "seeds"—seemingly minor words and actions—that unfold with dramatic effects later in an ever-magnifying chain of causes and effects.

Chronomancers adventure to witness other times and places. They are poor with weapons and often skilled with words. A sensible chronomancer sticks with his allies and plans ahead.

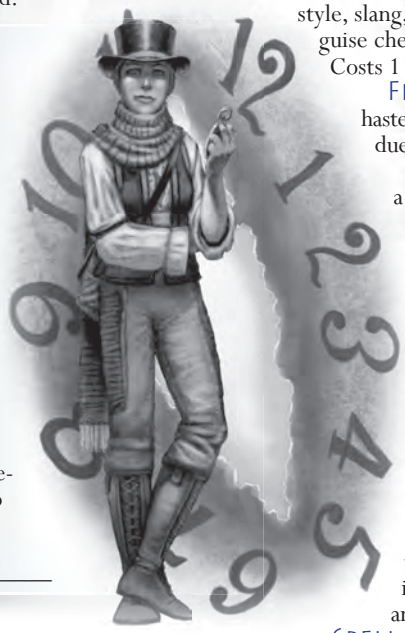
Class Details

Chronomancers have the following statistics.

Prime Attribute: Intelligence.
Attack: d20 + ½ class level + Intelligence modifier.
Defenses: Will +2.

Armor: All Light armors such as leather.
Weapons: Any 2 weapon groups.
Starting Gold: 5d4 x 10 (125 gp).

Alignment: Any.
Special: Abilities marked with an ᴹ require you hold a pocket watch, hour glass, chronograph or similar time piece as an implement. When you do not, apply a -2 penalty to your attack rolls.
Training: 3d4 years.



Core Abilities

Chronomancers start with the following abilities at 1st level.

Chronomancy: Boost Arcana, Diplomacy, and History checks by +3.

Time Sense[ᴹ]: You always know your current time to the correct year, month, day, hour, minute, and second. Also, 1/day as a swift action you can move yourself by +/-5 in the initiative order.

Time Tap[ᴹ]: Once daily for 5 minutes you may magically interact with 1 of many merchants in roughly the same place but another time to gain lore or trade items. This occurs using a 2-ft-square temporal window that passes voices and nonliving objects. On a successful DC 13 Diplomacy check you may a) try an Intelligence-based skill check with a +10 bonus, or b) trade up to 100 gp per level of any non-living gear of equal value. Alternatively, you enjoy a +5 bonus and trade up to 50 gp per level. This ability cannot contact a specific creature. At each level, you can trade goods up to 3x. The chance of successfully opening a window is 70% + 1% per level in urban areas or ruins, and 30% + 2% per level in wilderness areas. Costs 2 vitality.

Basic Abilities

Chronomancers select from the following basic abilities.

Antecedent: Once daily, you may seed a space by planting a minor item or performing a minor action that will grant a future benefit to you or a named person that comes within 30 ft of the seeded space. Just 3 rounds after planting, the seed grants the subject a +1 bonus on d20 checks and +1d6 damage in the area. After 1 hour, bonuses rise to +2 and +2d6. After 24 hours, the seed expires. Requires Chronomancy and Time Sense.

Arcane Watch[ᴹ]: You conjure a pocket watch or hourglass that boosts your attack rolls by +1 when using chronomancer abilities. It vanishes if it leaves your person. You are limited to 1 at a time. It counts as an implement. Requires Time Sense.

Comprehend Language[ᴹ]: You comprehend a single mundane language for 4 hours + 1 hour per level. Costs 1 vitality.

Cruel Fate: As Antecedent, except subject suffers the modifiers as penalties (no save).

Detect Time Conduit[ᴹ]: You learn whether an invisible time conduit is present within a 30-ft cone. If you scan the area again, you learn the exact space in which the conduit lies. Each conduit leads to the same location but a different time, past or future.

Fate's Prosperity[ᴹ]: As a move action, you reveal to an adjacent allied person his likely good fortune, boosting his next attack roll by +1 and damage by +1d6.

Fate's Troubles[ᴹ]: You reveal to an adjacent person his likely horrid fate, dazing him for 1 round. Will resists.

Faux Persona[ᴹ]: Your persona—accent, garments, hair style, slang, etc—shift to grant you a +10 bonus on Bluff and Disguise checks for 1 hour with others of 1 specific culture or era. Costs 1 vitality.

Fixed Speed[ᴹ]: For 2 minutes, you ignore effects that hasten or slow your normal speed, such as by the Slow spell or due to difficult terrain. Requires Time Sense. Costs 1 vitality.

Hustle: As a swift action up to 1/round, you gain a bonus move action. Requires Time Sense and Fixed Speed. Costs 1 vitality.

Infiltrator: Boost Perception and Stealth checks by +5. You move quietly and attentively in shadows.

Preserve[ᴹ]: An adjacent hide, organ, limb or vial of blood is preserved as fresh for up to 1 day per level. Costs 1 vitality.

Quick Start: Boost initiative checks by +2. Requires Time Sense.

Retry[ᴹ]: As a move action, you partially bend time back 1 round to retry a skill check, ignoring the outcome of the prior try. Only other chronomancers notice the retry. Costs 2 vitality.

Sense Temporal Aura[ᴹ]: You learn whether a person, object, or 5-ft space within 15 ft ever initiated or experienced a time-affecting magic ability, and when the highest tier effect occurred.

Spell Ready: Boost Arcana and Perception checks by +5.

Temporal Allies: This improves Time Tap to grant a +5 bonus on its use of Diplomacy checks and 1 more daily use.

Thread the Needle: Once daily, apply a +10 bonus to a single d20 roll made by you or an adjacent ally. Requires Time Sense.

Tic Tok[ᴹ]: Up to 2x daily as a swift action you gain a bonus move action at any time during combat, even when it's not your turn. Requires Time Sense. Costs 1 vitality.

Time Traveler: Apply a +2 bonus on Bluff, Disguise, History, Stealth, and Survival checks.

Intermediate Abilities

Chronomancers select from the following intermediate abilities.

Analyze Time Conduit[ᴹ]: You focus on an adjacent time conduit and learn what time (second, minute, day, month, year) it leads to, whether it is stable, and whether it is currently passable. Requires Detect Time Conduit. Costs 2 vitality.

Augury[ᴹ]: You peek into the future and gain insight regarding an immediate choice you face such as whether to open a chest or enter a room. You receive an answer of weal (good fortune), woe (bad fortune), or unclear (mixed fortune). The chance that you receive an answer equals 70% + 1% per level. The answer is based on the likely outcome within the next 10 minutes. Costs 2 vitality.

Bonus Time Seeds: This improves Antecedent to 3 daily uses.

Fate's Disasters: This improves Fate's Troubles such that the target is stunned for 1 round. Will resists.

Fate's Glories: This improves Fate's Prosperity, such that the ally enjoys +2 on attack rolls and +2d6 damage.

Fixed Point in Time: As an immediate action, for 2 minutes, time- and age-altering effects such as Slow, Time Hop, and Wither Limb within 15-ft of you are delayed by 5 minutes. Costs 2 vitality.

Historian: Boost History checks by +10.

Improved Initiative: You react quickly to attack. Apply a +5 bonus on initiative checks or +2 when overloaded.

Rapid Aging[M]: An adjacent foe suffers 1d3 wound damage from your touch, or is slain outright if it is level 2 or lower. Immortal creatures are immune. Requires Chronomancy. Costs 2 vitality.

Read Ruins[M]: Locations accumulate the psychic residue of powerful events such as battles, betrayals, marriages, murders, births, great pain, and so forth. Starting with the most recent such event and working backward in time, you sense 1 distinct event for every 10 minutes you concentrate, if any such events exist, to a maximum of 1 event per level. You learn the general nature of the event and its distance in time. For each event, you also enjoy a cumulative +1 bonus on History checks for 24 hours regarding the location. You can use this ability once each level on a given location. Costs 2 vitality.

Tap Alternate Timeline[M]: Once daily you focus as a move action and select any 1 ability of your race or 1 chronomancer magic ability of a tier you can access except paragon tier. You can and must immediately use the ability or you lose it. You must be a chronomancer to use this ability.

Temporal Merchant: This improves Time Tap such that you may gain up to 500 gp per level, or 2x that amount up to 1/week, on a successful DC 25 Diplomacy check. Also, you can use Time Tap +1 times daily but that use is only to engage in trade.

Temporal Sage: This improves Time Tap such that you may attempt 2 skill checks during the tap, and you can use it +1 times daily but that use is only to make skill checks.

Time Hop[M]: You vanish and move to a time period up to 1 round per level in the future, as decided when you hop. You arrive in the nearest open space as if no time has passed for you. Costs 2 vitality.

Urban Intersection: As Antecedent, except you evoke a random urban event (RPG, page 257, Table 13-6) at a time you designate at least 3 rounds (max. 24 hours) into the future. If you set 2+ hours to activate the seed, you may influence the table's result by up to +/- 5 points. Requires you know Antecedent. Costs 2 vitality.

Wither Limb[M]: An adjacent target must resist using Reflex or suffer 1d6 wound damage. Also, if it fails to resist using Fortitude, 1 limb withers, falls off, and blows away as dust. You specify a leg, arm, tentacle or similar appendage. A biped suffers a -5 penalty on Strength- and Dexterity-based skill checks and attack rolls for each missing limb. Creatures with 5+ limbs instead suffer a -2 penalty per lost limb. Costs 2 vitality.

Advanced Abilities

Chronomancers select from the following advanced abilities.

Anti-Incursion Zone: This improves Fixed Point in Time to protect up to 10 cubic ft per level for 4 hours + 1 hour per level, or a single 10-ft cube for 1 day per level. Costs 10 vitality.

Deadly Aging: This improves Rapid Aging, such that an adjacent foe suffers 2d4 wound damage or is slain outright by rapid aging if it is level 6 or lower. Costs 5 vitality.

Death Undone[M]: You restore to life an adjacent creature that died within the past 3 rounds. It returns with 1 wound point. Ailments at its time of death remain. This reverses Deadly Aging. Costs 5 vitality.

Lasting Youth: You no longer suffer the negative effects of aging although you still die of old age when your time is up.

Personal Haste[M]: Magic propels you. For 5 minutes, you gain a bonus move action each round. Costs 5 vitality.

Ray of Slowness[M]: You limit 1 target within 30 ft to an agonizingly slow speed of action. For 2 minutes, each round, the target loses a move action and all swift and immediate actions. When Will resists, the target only loses its swift actions. Costs 5 vitality.

Revelation of Tears: This improves Fate's Troubles to target all sentient foes within 30 ft and hearing range. Costs 5 vitality.

Stasis[M]: An adjacent living creature falls asleep and enters a state of suspended animation. Will resists. Nonliving creatures, and those such as elves that ignore sleep effects, are immune. The creature does not age. Its body functions virtually cease, ongoing conditions are delayed, and no force or effect harms it. Dispel Magic ends the effect. Requires a gem worth 100 gp per creature level, which is consumed when the spell is successful. Costs 5 vitality.

Temporal Sending[M]: You send a message of 25 words or less to a willing person that you have met before and know by name on the same world and in any time period. You cannot send what you don't yet know or send to yourself in another time. Costs 5 vitality.

Tempus Fugit[M]: You radiate a 10-ft-radius aura. For every 10 minutes that pass outside the aura (the world), 1 hour passes inside the aura; or vice versa, as you decide when casting the spell. Lasts 40 minutes + 10 minutes per level (in world time). If any affected creature is attacked or makes an attack, the effect ends. Costs 5 vitality.

Tempus Pando: As a swift action, you improve your next use that round of Time Hop or Time Filch such that travelers move hours (not minutes) into the future. Optionally, travelers may consciously experience the passage of time (trapped in a vague nonspace), able to think but not act, for the duration. Costs 5 vitality.

Time Filch: This improves Time Hop to move an adjacent target, 250 pounds of loose gear, or both you and an adjacent target. Reflex resists if a target is unwilling or attended by a foe. Costs 5 vitality.

Time Lord: Boost Diplomacy and History checks by +10.

Time Pool[M]: After 1 hour using a fount or other reflective pool (min. 5 cubic ft) to search across time, you learn an answer (yes/no/maybe/irrelevant) regarding 3 questions. Questions must be 10 words or less. Costs 3 vitality per question.

Time Regression[M]: You try to undo effects of the coming round. To use this ability, announce its use at the start of the round, spend 1 vitality as an immediate action, and begin noting the round's effects. Before the round's end, you may finish the ability by spending 5 vitality to undo up to a total of 3 effects on you and/or an ally within 30 ft. Each undoing is a swift action. Requires Antecedent.

Vanishing Ray: One person within 30 ft must resist using Will or start vanishing. On round 1, he tingles. On round 2, all his d20 rolls fail. On round 3, he's gone. Any person who knew him must resist using Will or forget him. His prior actions' effects remain. Before vanishing, the target knows his impending fate and Remove Curse or Will of Kronos halts it. Miracle or Wish restores him. Costs 5 vitality.

Paragon Abilities

Chronomancers select from the following paragon abilities.

Foresight[M]: You cannot be surprised and you ignore Sneak Attack damage. Moreover, once daily you may completely ignore 1 attack against you as an immediate action as if you had foreseen the moment. This ability does not work while you are unconscious.

Greater Vanishing Ray: This improves Vanishing Ray to affect any creature type.

Haste: This improves Personal Haste to aid all allies that remain within 30 ft. Costs 5 vitality + 2 vitality per ally (max. 20 vitality).

Mass Time Hop: This improves Time Hop to affect all allies within 30 ft. Costs 10 vitality.

Revelation of Doom: This improves Fate's Disasters to target all foes within 30 ft and hearing range. Costs 10 vitality.

Slowness: This alters Ray of Slowness to expand as a sphere around you that targets all foes within 30 ft. Costs 5 vitality + 2 vitality per foe (max 20 vitality).

Temporal Loop[M]: You or 1 target within 60 ft is whisked into a time loop for 5 minutes. Each round on its turn, the subject has a 1 in 6 chance to escape, or a 2 in 6 chance if it has Intelligence 15+. While trapped, the subject relives the same events and may retry skill checks or otherwise act to reveal a truth about the real world. When it escapes, the subject reappears in the space it departed from, or the nearest open space. Costs 10 vitality.

Time Stop[M]: You speed up so greatly that all else seems to stop. For the rest of your turn, you gain 1d4+1 bonus rounds to use as you like. However, during these rounds, you cannot target others, make attack rolls, or affect other creatures or attended objects. Requires Personal Haste. Costs 5 vitality + 5 vitality per round.

Delvemage

A delvemage uses a darkstone to weave powerful spells underground.

Background & Adventures

Delvemages are classic dungeon-delving spellcasters. They can see in darkness, blend into stone, climb like a spider, magically chart cavelands, seek out thoughts in the depths, and much more.

Delvemages tap the power of a darkstone, which is a corundum or similar rare gem that is infused with the strange energies of the cavelands, a hallows beneath the feet of sun-kissed mortals. By meditating on the stone, the delvemage's mind traverses a void of possibilities and terrors to find spells he needs. This slowly twists his soul.

Delvemages tend to be on passable terms with the creatures and races common to the cavelands, including dromites, drow, and dwarves. While not necessary evil, delvemages respect the dangers posed by all that is ancient and underground.

From exploring catacombs to spelunking, every adventuring party appreciates a delvemage. These casters generally work well with pathfinders and wizards as well as those who rely upon darkness such as rogues and shadowcasters.



Class Details

Delvemages have the following statistics.

Prime Attribute: Wisdom.
Attack: d20 + ½ class level + Wisdom modifier.
Defenses: Will +2.

Armor: Any Light armor such as leather or chain shirt.
Weapons: Crossbows and light blades.
Starting Gold: 5d4 x 10 (125 gp).

Alignment: Usually non-good.
Special: Abilities marked with an [M] require you have a darkstone (below). When you do not, apply a -2 penalty to your attack rolls.
Training: 1d4 years.

Core Abilities

Delvemages start with the following abilities at 1st level.

Dark Lore: Boost Arcana and Dungeoneering checks by +5.

Darkstone: You acquire a darkstone (300 gp, ½ pound), which is a rare gem (usually corundum) infused with magical energy. It provides daily flexibility regarding magic. Each midnight, after you meditate on it for 10 minutes, you can use for 24 hours 1 extra delvemage magic ability of any tier that you can access except paragon tier. This grants access to abilities you haven't mastered. If you lose the gem, you must conduct a 1-hour ritual with a replacement.

Night Vision: You enjoy darkvision to see in darkness as easily as in daylight. If you already possess darkvision, you enjoy nethersight instead and are able to see normally even in magical darkness.

Basic Tier

Delvemages select from the following basic abilities.

Acid Arrow[M]: One foe within 60 ft suffers 1d6 acid damage per level (max 5d6). Reflex resists. Costs 1 vitality.

Blood Tracker: Boost Survival checks by +5, or by +10 when tracking foes who are below full wounds.

Cavelander: You enjoy a +3 bonus on Dungeoneering and Survival checks. Also, you speak Undercommon.

Cave Strider: You enjoy a +5 bonus on Survival checks in underground terrain, and you treat difficult spaces in that terrain as normal spaces for the purpose of movement.

Delay Ailment[M]: For a touched ally, you temporarily halt the progress of poison for 1 hour or disease for 1 day. Costs 1 vitality.

Detect Treasure[M]: You learn the worth in gold of coins, precious metals, and gems in a 15-ft cone. When you focus on the same area a second time, you learn the gp worth within each space.

Earthskin[M]: Your skin acquires a thin but hard film of earth that provides +2 DR for 5 minutes. This stacks with worn armor. Costs 1 vitality.

Edible Mushrooms[M]: Your conjure 2d4 mushrooms. When eaten, each provides nourishment as if it were a normal meal for a person and cures either 1 wound damage or 1d4 vitality. A creature can benefit from up to 3 mushrooms daily. Costs 1 vitality.

Faerie Fire[M]: You target a 10-ft-square area up to 30 ft away. All creatures in the area glow brightly for 5 minutes. The glow moves with them and betrays their location even if they are invisible. Costs 1 vitality.

Find Darkstone[M]: Up to 1x per week, you learn the distance and direction to the nearest darkstone within 2 miles.

Geo-Reference[M]: You learn your current exact depth underground as well as the current year and hour of the day.

Guardstone[M]: You enchant a held or worn darkstone to guard a 30-ft-radius area for 4 hours + 1 hour per level. If a creature (besides you) enters the area, the stone pulses strongly to instantly awaken or alert you. You can only maintain 1 guardstone at a time.

Infiltrator: Boost Perception and Stealth checks by +5.

Message[M]: You whisper a message that is clearly audible to 1 target within 90 ft. You only need line of effect, not line of sight.

Nethersight: Your darkvision improves. You can see in magical darkness as well as normal darkness.

Skinner's Hand: Boost Heal checks by +5, or by +10 when removing a creature's carapace, hide or skin.

Spell Ready: Boost Arcana and Perception checks by +5.

Spider Bite[M]: One adjacent target suffers 1d3 wound damage from a spidery bite. Reflex resists. Costs 1 vitality.

Spider Climb[M]: You gain a climb speed of 30 ft for 5 minutes. While climbing, you are not defenseless, and you enjoy a +10 bonus to Athletics and Acrobatics checks. Costs 1 vitality.

Stone Blend[M]: For 5 minutes you fade into an earthly background to enjoy a +5 bonus on Stealth checks, or +10 while not moving. Requires you be with 5 ft of earth or stone. Costs 1 vitality.

Stone Spray[M]: Creatures within a 15-ft cone suffer 1d4 bludgeoning damage per level (max 5d4). Reflex resists for ½ damage. Costs 1 vitality.

Stumble Gaps[M]: You create difficult terrain in a 15-ft square earth or stone area and Medium and Small creatures that move through it also fall prone if their Reflex fails. Lasts 3 rounds. Costs 1 vitality.

Vital Darkstone[M]: This improves Darkstone such that it starts each midnight with a pool of 3 vitality. You can draw 1 vitality as a swift action to pay the cost of the next spell you use that same round.

Intermediate Tier

Delvemages select from the following intermediate abilities.

Acidic Ray[M]: One foe within 120 ft suffers 1d6 acid damage per level (max 10d6). Reflex resists for ½ damage. Costs 2 vitality.

Airy Bubble[M]: You breathe pure air and enjoy sea-level pressure in any environment for 4 hours + 1 hour per level over a 24 hour period. You can expend hours to grant touched allies the ability to breathe too. Costs 2 vitality.

Bat Shape[M]: For 5 minutes, you are a Tiny bat. You gain a 40-ft fly speed and enjoy a +10 bonus on Stealth checks. You radiate faint magic. You cannot make attack rolls in this form. You can return to your normal form as a move action. Dark Lore. Costs 2 vitality.

Bat's Sonar[M]: You gain a single static sound-based image of material creatures and obstacles within a 30-ft cone. This does not work in areas of high noise or magical silence. Costs 2 vitality.

Blood Reading[M]: After a 1-minute ritual, you learn about a creature, living or dead, for which you have 1 drop of its blood, fresh or dry. Will resists if it's living. You learn 1) the target's mundane

name, 2) its race, gender, and class or profession if any, 3) how its blood was shed in 5 words or less, and 4) how long ago its blood was shed. The answers appear on an adjacent surface of your choice in a language you can read. Costs 2 vitality.

BLOODSTONE: This improves Vital Darkstone to restart each midnight with 10 vitality.

CALCIFYING TOUCH[M]: First, note an adjacent target's Dexterity as a damage pool. If you beat its Fortitude, reduce that pool by 1d4 points. If the pool reaches 0, the target is petrified permanently. Before that, the target just feels stiff. Remove Curse ends the effect and Cure Ailment restores the pool to full. Costs 2 vitality.

CUSHIONING MANTLE[M]: For 1 hour, an invisible force protects an adjacent ally without hindering it. The spell grants +2 DR and halves damage from constriction, falling, being buried, and similar bludgeoning and crushing effects. Costs 2 vitality.

DARK INSIGHT[M]: You query a held darkstone for insight about an immediate choice you face such as whether to open a chest or enter a room. You receive an answer of weal (good fortune), woe (bad fortune), or unclear (mixed fortune). The chance you receive an answer equals 70% + 1% per level. The answer is based on the likely outcome within the next 10 minutes. Requires Darkstone. Costs 2 vitality.

MELD INTO STONE[M]: You vanish into an adjacent 5-ft-cube stone volume for up to 5 minutes. You can hear but not see and can take no actions except to end the effect as a standard action. You are undetectable from outside the stone. Costs 2 vitality.

MENTAL BARRIER: Permanently boost your Will by +5.

REVITALIZING DARKSTONE: Once daily after 1 minute with a darkstone, you recover 4d6 vitality. Requires Darkstone.

SEEK THOUGHTS[M]: For 5 minutes, you are alert for sentient creatures within 30 ft that are thinking about a topic you pose as a question up to 5 words at the start. If and when such a creature comes into range, and you can see it and beat its Will, you learn its location. This does not reveal answers, only creatures. You must spend a move action each round to be alert for that round. Costs 2 vitality.

SLIMMER[M]: For 2 minutes, your body is nearly 2D, retaining height and width but with an 1/8 inch depth and 1/8th normal weight. This lets you move through narrow spaces, roll into a cylinder, be easily carried, and so forth. Also, you enjoy a +2 bonus on Fortitude and Reflex and a +5 bonus on Stealth checks in this form. Costs 2 vitality.

SPELUNKER: Apply a +3 bonus on Athletics, Dungeoneering, Mechanics, Perception, and Survival checks.

STALAG-CAGE[M]: One or more creatures up to size Large in a 10-ft-cube volume within 30 ft become trapped in a stony enclosure. Reflex resists. The enclosure lasts 4 hours, has DR 10 and 60 hit points per 5-square-ft area, and sports numerous 1-inch holes that afford air and allow Perception checks but at a -10 penalty. Costs 2 vitality.

STONE HAIL: This improves Stone Spray to inflict 1d6 damage per level (max 10d6) to creatures within a 30-ft cone. Costs 2 vitality.

STONE SHAPE[M]: You mold adjacent stone into new shapes. You affect up to 10 cubic ft + 1 cubic ft per level. You can form rocks into a stone bridge, warp a pillar to make it fall, form a hole in a wall, or so forth. Costs 2 vitality.

SUMMON FAMILIAR[M]: You gain a giant bat, rat or spider as a permanent companion. Its level equals ½ your own. If you lose it, you may acquire another after 1 month and a 25 gp cost. These creatures are stupid, avoid lit places, and often have nasty dispositions.

SWEET WATER[M]: You conjure a handful of pure water that if drunk within 1 round cures 3d6 wound points. Costs 2 vitality.

TAP DARKSTONE[M]: Once daily you focus on a held darkstone as a move action and select any 1 ability of your race or 1 delvemage magic ability of a tier you can access except paragon tier. You can and must immediately use the ability or you lose it. You must be a delvemage to use this ability.

TREASURE MAP[M]: In a 1-hour ritual, you change a 1-ft square of skin from a corpse into a map that reveals 1 location of any valuables the creature knew of when alive. You must cut the piece yourself and the creature must have died within the past 24 hours. The map only shows what the creature knew, accurate or not, at its time of death. You choose the map's scale—a square of 120-ft, 2-miles or 120-miles—when creating it. The treasure is whatever the creature deemed most valuable for itself (food, mates, gold, etc). Costs 2 vitality.

WALL OF STONE[M]: You conjure a 1-ft-thick stone slab that is 5-ft x 20-ft or 10-ft x 10-ft. The slab appears within 30 ft of you in any spot where it can anchor (meld) into existing voluminous stone or dense earth on at least 1 side. The wall has DR 10 and 120 hit points per 5-square-ft area. It lasts 5 minutes. Costs 2 vitality.

WHISPERING WIND[M]: You send a 25-word message via the wind. You designate a location up to 5 miles away. The message travels 2 minutes per mile. When it arrives, anyone within 30 ft of the target destination hears the message. Costs 2 vitality.

Advanced Tier

Delvemages select from the following advanced abilities.

CAVEFOLD[M]: You and up to 8 touched allies enjoy a +10 bonus on Stealth checks while moving through underground terrain for 4 hours + 1 hour per level. Costs 1 vitality + 1 per ally.

CAVE RAIN[M]: You target a point within 120 ft. Until the start of your next turn, a sudden hail of stones inflicts 5d6 bludgeoning damage to all creatures within 15 ft of the point up to an elevation of 30 ft. Creatures in the area are knocked prone; also, they are deafened for 5 minutes, or 1 round if Fortitude resists. When the hail ends, no trace of stones remains. Costs 5 vitality.

FORCE MANTLE[M]: As an immediate action, you erect a 15-ft square invisible field directly in front of, behind, above or below you. The field blocks movement and attacks from both sides and lasts until the start of your next turn. Costs 5 vitality.

LAVA LINE[M]: A foe within 60 ft suffers 2d4 fire wound damage. No save. Costs 5 vitality.

MAIM[M]: An adjacent foe suffers 3d4 wound damage. Costs 5 vitality.

POISON IMMUNITY: You are immune to all poisons. Requires Spider Bite.

STONE MAW[M]: This improves Meld Into Stone to let you target 1 creature up to size Large within 60 ft. Will resists if it's unwilling. Costs 5 vitality.

STONESKIN[M]: You enjoy DR 10 for 2 minutes or until the spell blocks 10 points of damage per level, whichever comes first. Requires Earthskin. Costs 5 vitality.

THOUGHT NET: This improves Seek Thoughts such that its range is 500 ft. Costs 5 vitality.

TREASURE CLOTH[M]: You change all mundane objects placed onto a masterwork cloth (300 gp) into highly-accurate embroidered 2D representations, making them easy to store and move. You can pile any number or weight of objects onto the cloth so long as the pile is within the cloth's dimensions (max. 10-ft cube). The cloth retains its normal weight and dimensions. To end the effect, you unfurl the cloth and order it so as a standard action. Dispel Magic ends the effect. If the cloth is destroyed, all objects within are lost. Lasts 4 hours + 1 hour per level. Costs 5 vitality.

TRICKS: You know 4 basic magic abilities drawn from any classes.

WAY POINT[M]: As Word of Recall (below) but only moves you and 1 ally or 250 pounds of gear up to 500 ft. If the destination is occupied, you appear in the nearest open space. Costs 5 vitality.

Paragon Tier

Delvemages select from the following paragon abilities.

BLINDSIGHT: You notice creatures within 30 ft concealed by invisibility, darkness or other effects as easily as if they stood unaided in broad daylight. This ability draws upon myriad natural clues such as scent and vibration, but it is also magical in nature.

LAVA BLAST[M]: Foes within a 30-ft cone or 90-ft line suffer 4d6 wound damage. Reflex resists for ½ damage. Costs 10 vitality.

MANY MAWS: This improves Stone Maw to target up to 10 creatures within 120 ft and also inflict 4d6 damage on affected targets if you wish. Costs 25 vitality.

MASS CALCIFY[M]: This improves Calcifying Touch to target up to 1 foe per level within 120 ft. Costs 10 vitality.

WORD OF RECALL[M]: You and up to 8 adjacent allies instantly return to your home base or other location marked earlier by you with a special rune. The home base may be on another realm or world. You can only have 1 rune like this at a time. Costs 10 vitality.

Dragoon

A dragoon is a cybernetic blend of flesh and electrotech.

Background & Adventures

Dragoons merge flesh and blood with electrotech and mechanical parts to become terrifying and resilient warriors. Their armor, which is stitched through their body, is a framework for firearms, detectors, actuators, gauges, and more, all energized by an internal battery.

With the explosive potential and steely armaments of a dragon, dragoons confidently wade into combat to intimidate monstrous foes. They are also adept with electrotech, which they may plug into their own battery or even implant on or within themselves.

A dragoon may lose some of his humanity. Mostly, dragoons may forget their strength. In the heat of the moment, they may fire a dread missile. Some embrace gruesome violence for its own sake and simply or blast or smash any obstacles in their way.

Dragoons fit where electrotech is common, and they are ideal for warfare. They work well with fighters, gunslingers, savants, and sorcerers.



Class Details

Dragoons have the following statistics.

Prime Attribute: Constitution.
Attack: d20 + ½ class level + Constitution modifier.
Defenses: Fortitude +2, Reflex +2.

Armor: None (but see below).
Weapons: All.
Starting Gold: 5d4 x 10 (125 gp).

Alignment: Any.
Special: For the purpose of abilities, you count as both a person and a construct.
Training: 1d4 years.

Core Abilities

Dragoons start with the following abilities at 1st level.

Body Armor: Your body is permanently suffused with a 15-pound suit of masterwork platemail that is DR 5, counts as worn armor with 0 encumbrance, cannot be removed or destroyed, and fully restores itself after a night's rest if damaged. You are not fatigued by sleeping in this armor. If you are a warmech, then this ability grants a +2 bonus to your natural armor instead. Body Armor counts as a Custom Battle Suit when qualifying for the Commando theme (RPG, page 112).

Dread Missile: Your body permanently houses an 8-pound ranged electrotech weapon. You specify a space along a 120-ft line where the weapon projects and detonates a single firearm ammunition "butt" as a standard action. A target in the detonation space suffers 1d8 damage + 1 point per level. Others within 10 ft suffer ½ damage. Reflex resists. The missile counts as a held 1-handed Medium weapon (or as worn gear when stowed on your back), cannot be removed or destroyed, and fully restores itself after a night's rest if damaged. Each set of 10 butts costs 2 gp and weighs 3 pounds. Requires Internal Battery. Firing the missile costs 1 vitality.

Internal Battery: Your body permanently houses a 10-pound bio-nucleonic battery array with a power port on your torso. The battery stores 5 energy points. It counts as worn equipment, cannot be damaged or removed, and can only be targeted by abilities that detect or analyze electrotech. You can use the port to recharge external or implanted electrotech. By concentrating as a move action, you can activate or shut down the battery. It must be active to power abilities with this ability as a prerequisite. Once daily, after the battery is shut for 4 hours, it recharges to full energy points.

Basic Tier

Dragoons select from the following basic abilities.

Biotronics[M]: Once daily as a swift action, you draw upon a touched or worn battery to pay the vitality cost of the next ability that you use that round. You can draw a maximum of 2 energy points, each of which grants you 3 vitality. Requires Electrotech.

Body Scales: Your body permanently sports metal scaling. Boosts your DR by +1. Works with Body Armor.

Bull Rush: You shove an adjacent target. If you beat its Fortitude, the target is pushed back 1d4 x 5 ft. You must move at least 10 ft in a straight line just prior to using this ability.

Cybernetic Athlete: Boost Acrobatics and Athletics checks by +5. Requires Body Armor.

Electrotech: You study invisible mundane forces of nature (called immateria) such as electrics, kinetics, nucleonics, optics, and sonics. You can make checks using the Technics skill (RPG, page 177) and enjoy a +2 bonus on Mechanics and Technics checks.

Endure Elements: You ignore effects of extreme temperature. You can exist comfortably in conditions between -40° and 140° F without harm. Your gear is also protected. This award is continuously in effect even when you are unconscious.

Energy Blanch: For 5 minutes, you enjoy +10 DR against 1 energy type, or a +2 bonus versus all energy types. Requires Body Armor. Costs 1 vitality.

Gearhead: Apply a +5 bonus on Mechanics checks, or +10 when using steamgear.

Mending[M]: Your touch repairs minor breaks and tears in an unattended mundane adjacent object up to 5 pounds in weight or 2 square ft in size, whichever is greater. This does not affect creatures.

Mentech's Hand[M]: You mentally move a single metallic unattended object within 30 ft weighing up to 25 pounds. You can move the object up to 30 ft in any direction. The item's composition must be at least ¼ metal to move it. Costs 1 vitality.

Mnemoniscope[M]: One eye is permanently modified with a 1-pound biotronic sensor. The sensor grants a +5 bonus on Perception checks. Moreover, once daily, you may review a single 1-minute scene from the past 24 hours and make a Perception check as if you were there again, even if you did not make a check at the time. The sensor counts as worn equipment, cannot be removed or destroyed, and fully restores itself after a night's rest if damaged. Requires Biotronics and Electrotech. Costs 1 vitality.

Piloting: Boost Pilot checks by +5, or by +10 once daily.

Self-Restore[M]: You heal 1d4 wound points. Costs 1 vitality.

Steely Claws[M]: As a move action you show sharp metal claws that act as natural melee weapons. Together, the claws inflict 1 wound damage against an adjacent creature or object and count as magical. Reflex resists. The claws last 2 minutes and impose a -5 penalty on skill checks that involve use of your hands. Costs 1 vitality.

Steely Fist[M]: Your fist is permanently equipped with a metal gauntlet that acts a melee weapon and inflicts 1d6 damage, with a +1 bonus on your attack roll. Add your Strength modifier to the damage roll. The fist counts as worn equipment, cannot be removed or destroyed, and fully restores itself after a night's rest if damaged. This ability works with Steely Claws, which may add 1 wound damage to your gauntlet attack.

Steely Mien: Boost Endurance and Intimidate checks by +5.

Technics Expertise: Boost your Technics checks by +5, or by +10 once per day. Requires Electrotech.

Vitascope[M]: One eye is permanently equipped with a 1-pound biotronic sensor. As a standard action, you learn whether living creatures are present within a 30 ft cone. When you concentrate a second round on the same area, you learn their number. The sensor counts as worn equipment, cannot be removed or destroyed, and fully restores itself after a night's rest if damaged. Requires Biotronics and Electrotech. Costs 1 vitality.

War Mind: You are schooled in the art of war. Boost Warcraft checks by +5, or by +10 once daily.

Intermediate Tier

Dragoons select from the following intermediate abilities.

All You Need is Kill: An adjacent foe suffers 2d6 damage from your melee weapon, or is slain outright if it is level 2 or lower.

Battlemock: You are well-build for war. Boost Acrobatics, Athletics, Intimidate, Stealth, and Survival checks by +3.

Bionic Leap: You leap outward, downward or upward up to 30 ft as a standard action without a running start, Athletics check or fear of harm on impact. Requires Cybernetic Athlete. Costs 2 vitality.

Dampening Shield[M]: You enjoy +20 DR against 1 energy type, or a +5 bonus versus all energy types, for 4 hours + 1 hour per level. Requires Energy Blanch. Costs 2 vitality.

Electrocute[M]: One creature within 30 ft suffers 1 wound damage and is stunned for 1d3 rounds. Fortitude resists. Costs 2 vitality.

Explosive Missile: This improves Dread Missile to inflict 1d6 damage per level (max 10d6) to all creatures within a 15-ft sphere volume. Reflex resists for ½ damage. Costs 2 vitality.

Far Switch[M]: You activate or deactivate an electrotech device within 30 ft weighing up to 2 tons. You might shut a street light or stall a vehicle. The device is unharmed by this act. You do not need line of sight to the device's control switch. If the device is attended or in motion, the chance of success is only 50% + 2% per level. Costs 2 vitality.

Force Shield[M]: As an immediate action, you erect a 5-ft-square invisible shield to ignore 1 attack that directly targets you before you know whether it hits. This does not block area attacks and only works 2x against the same attacker. Costs 2 vitality.

Infravision[M]: One eye is permanently modified with a biotronic sensor. As a swift action, you learn the locations within line of sight out to 30 ft of living creatures and mundane and magical heat sources including steamgear and electrotech that are active. This reveals targets cloaked by magical invisibility. The sensor does not reveal details. If used while you are in sunlight, you are blind until you shut down the sensor. Activating or shutting the sensor is a move action. The sensor counts as worn equipment, cannot be removed or destroyed, and fully restores itself after a night's rest if damaged. Requires Biotronics and Electrotech. Costs 2 vitality.

Invisibility Scales: This improves Body Scales, such that you may turn invisible for 5 minutes or until you attack, whichever comes first. Invisibility boosts Stealth checks by +10 and blocks line of sight. The effect is nonmagical. Costs 2 vitality.

Levitate Metal[M]: This improves Mentech's Hand so that you mentally move 1 metallic or metal-clad target weighing up to 1 ton a distance of 90 ft up or down. You can move the target out to a distance of 180 ft from you. The target's composition must be at least ¼ metal to move it. Unwilling targets may resist using Will. Costs 2 vitality.

Lightning Bolts[M]: You inflict 1d6 electrical damage per level (max 10d6) to all creatures in either a 15-ft cone or along a 60-ft line, as you desire. Apply ½ damage if Reflex resists. Targets that don't resist are also dazed for 1 round. Costs 2 vitality.

Mithral Fist: This improves Steely Fist to inflict 3d6 damage.

Mithral Scales: This improves Body Scales to grant +3 DR.

Rapid Missile: When you use Dread Missile (but not any ability that requires Dread Missile), you may activate it as a move action and 2 swift actions (rather than as 1 standard action).

Recharge Device[M]: As a swift action, you skillfully emit electrical energy to charge an electrotech device within 15 ft. Each day, you may charge up to 2 energy points per level. You may apply the points all at once or gradually over the day. You cannot target creatures with this ability. Each use costs 1 vitality.

Retro-Scope: This improves Mnemoniscope such that you may review 1-minute scenes up to 5x daily.

Self-Repolarize: Once daily after 1 minute of tinkering with the body's electric system, you recover 4d6 vitality. Requires Biotronics.

Stand Tall: You cannot be knocked prone.

Surging Strike[M]: As a move action, apply +2d6 electrical damage (or, if you wish, 1d2 electrical wound damage) to your next melee or ranged weapon attack that round. Apply a +5 attack bonus against metal-clad foes. Costs 2 vitality.

Advanced Tier

Dragoons select from the following advanced abilities.

Analytic Glib: One ear is permanently modified with a 1-pound biotronic device that silently imparts lore to you. Your body houses the 7-pound mini-technocrat that stores the lore. As a move action, apply a +5 bonus on the next Intelligence-based skill check you make that round. The sensor counts as worn equipment, cannot be damaged or removed, and can only be targeted by abilities that detect or analyze electrotech. Requires Biotronics. Costs 1 vitality.

Blast Missile: This improves Explosive Missile to blast a 30-ft radius area around a point within 250 ft.

Blast Wall: You demolish a 5-ft-square adjacent solid mass up to 6-in thick if metal, 5-ft thick if earth or stone, and 10-ft thick if wood. Requires Dread Missile and Mithral Fist. Costs 5 vitality.

Bolt's Immunity[M]: You ignore electrical damage.

Foe-Seeking Missile: You release a missile that flies to find 1 named foe within 120 ft. You need line of effect but not line of sight to the foe. Each round on your turn for 3 rounds starting on the first, the foe must resist using Reflex, provided it is within 120 ft of its previous space. If it fails, the missile detonates to inflict 1d6 damage per level to it and the effect ends. After 3 rounds, the missile harmlessly self-destructs. Requires Dread Missile and Infravision. Costs 5 vitality.

Force Mantle[M]: As an immediate action, you erect a 15-ft-square invisible field directly in front of, behind, above or below you. The field blocks movement and attacks from both sides and lasts until the start of your next turn. Costs 5 vitality.

Lightning Blast[M]: You inflict 1d6 electrical damage per level to all creatures in a 60-ft cone. Reflex resists for ½ damage. Costs 5 vitality.

Machine Endurance: You ignore fatigue and exhaustion. Requires Bear's Endurance and Internal Battery.

Quantum Leap: This improves Bionic Leap to safely take you out to 90 ft. Costs 5 vitality.

Reviving Jolt[M]: You restore to life an adjacent creature that has died within the past 3 rounds. The creature returns with 1 wound point. Ailments at its time of death remain. Requires you know Biotronics, Jolt or Shocking Grasp. Costs 5 vitality.

Self-Revive: This improves Reviving Jolt such that once daily its benefits apply to you for 0 vitality cost.

Vacuole[M]: As an immediate action, you erect an invisible 5-ft-radius sphere around you. The sphere moves with you, wards against vacuum conditions, prevents anything from crossing either into or out of the sphere (you cannot affect most foes), and costs 5 vitality + 2 vitality/round to maintain. Requires you know Force Shield.

Paragon Tier

Dragoons select from the following paragon abilities.

Adaptive Force Shield: This improves Force Shield to defend up to 10x against the same attacker.

Metronic Apotheosis[C]: You use a masterwork item such as a gem or amulet to house your soul. Upon completing a ritual costing 25,000 gp, you die and your soul enters the item. Simultaneously, your corpse becomes a construct with no mortal flesh. You can animate or leave your new construct body from any distance as a swift action. If the body is destroyed, your soul is safe and can either repossess the body or inhabit a fresh construct body after 13 days. A new construct body costs 2,500 gp. While you inhabit your construct body, you gain the benefits of Self-Construct, which you must already know to use this ability.

Self-Construct[M]: For 5 minutes, you gain +5 DR, fast healing 5, and immunity to all ailments and aging. You do not need to breathe, eat or sleep. You must still rest in order to recharge and recover vitality. You do not heal wound damage due to rest. Also, magic abilities that heal wounds such as Lay on Hands provide only ½ the normal benefit. Costs 25 vitality.

Singularity Missile[M]: This improves Dread Missile such that foes must resist using Fortitude or suffer 4d6 wound damage, and vanish if they die, in addition to other damage dealt. Miracle or Wish restores disintegrated items and creatures. Costs 10 vitality.

Gadgeteer

A gadgeteer crafts potent electrotech that works only for him.

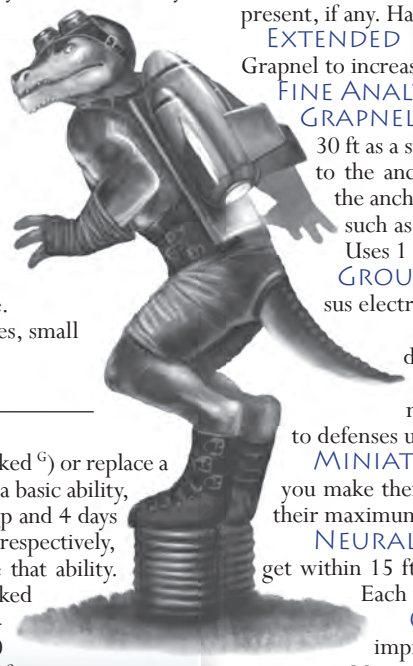
Background & Adventures

Gadgeteers love electrotech. They are also optimizers and experimenters. Thus, their gear is personalized, if not outright unusual. They can craft all kinds of electrotech for cheap, but with limitations.

Gadgeteers tinker with batteries, grapplers, shields, springs, vehicles, and weapons. Because their gear relies on batteries, they focus on those before all else; and because their gear covers a wide range of functions, they tend to develop a host of skills from appraising and dungeoneering to healing and piloting.

A gadgeteer's items are sometimes unsafe for those around him, and certainly not for others to use. This is a pitfall of crafting with minimal supplies and cut-corners. A smart gadgeteer has a diverse set of items at the ready to avoid harming his allies.

Gadgeteers work well with allies who can stay out of their way when they go full blast with their favorite items.



Class Details

Gadgeteers have the following statistics.

Prime Attribute: Intelligence.
Attack: d20 + ½ class level + Intelligence modifier.
Defenses: Reflex +2.

Armor: All natural Light armors such as leather and Medium armors such as monsterhide.
Weapons: Firearms, hammers, small blades, small projectiles, and subdual weapons.
Starting Gold: 6d4 x 10 (150 gp).

Alignment: Any.
Special: When you gain a gadget ability (marked [G]) or replace a lost gadget, you must spend 20 gp and 1 hour for a basic ability, or 50 gp and 4 hours, 200 gp and 1 day, or 500 gp and 4 days for an intermediate, advanced or paragon ability, respectively, to build the gadget, otherwise you may not use that ability. Similarly, when you use an upgrade ability (marked [U]), you also spend that time and gold. These activities require use of an artificer's lab that costs 250 gp and weighs 40 pounds. You can rent such a lab for 5 gp per day. To use a gadgeteer item that is damaged or not yours, you must pass a DC 15 Technics check. Boost the DC by +5, +10 or +15 for intermediate, advanced, and paragon tier gadgets. Pass or fail, there is a 50% chance each use that the gadget breaks. A broken gadget does not work and has a scrap value equal to ¼ its original cost.
Training: 2d4 years.

Core Abilities

Gadgeteers start with the following abilities at 1st level.

Battery Focus: Swapping a new battery for an old battery in a gadget is now a move action for you. Also, at the start of each level (up to level 5), you gain 3 free fully-charged Small batteries.

Bolt Gun[G]: This gadget deals 1d6 electric damage per 2 levels (max 5d6) in a 15-ft cone. Reflex resists for ½ damage. Requires 1 Small battery (which holds 15 ep). Each shot consumes 3 ep.

Electrotech: You study invisible mundane forces of nature (called immateria) such as electrics, kinetics, nucleonics, optics, and sonics. You can make checks using the Technics skill (RPG, page 177) and enjoy a +2 bonus on Mechanics and Technics checks.

If you already have this ability, apply an additional +5 bonus on Mechanics and Technics checks.

Basic Tier

Gadgeteers select from the following basic abilities.

Craft Batteries[C]: You can craft electrotech batteries as described in Chapter 9 (RPG, page 176). Market price equals 2x the cost. The Technics DC equals 5 + an additional 5 points per size category above Small. The craft time equals 1 day per 1,000 gp cost, or 4 hours for items under 400 gp. If you fail a skill check, you must spend 2x the craft time and try the check again. Requires Electrotech.

Electro-Cycle[G]: This 250-pound vehicle grants travel at speed 30 ft (7 miles/hour). It hosts 1 Small or Medium driver + 25 pounds of extra gear. It works on paved road and hard earth but not soft earth. Rough terrain halves its speed. Has 2 Small batteries (15 ep each). Each 5 minutes of driving costs 1 ep.

Electro-Rifle[U]: You may upgrade a Bolt Gun, Discharge Gun, Neural Overloader, Neural Shocker or Tesla Gun with an extended barrel that increases its range to 30 ft.

Electrotech Scanner[G]: This 1-pound gadget reports whether electrotech is present within a cone area of 5 ft per level. If you scan the same area a second time, you learn the location to within 5 ft and the name of the most expensive piece of electrotech present, if any. Has 1 Small battery (15 ep). Each use costs 3 ep.

Extended Cable[U]: You may upgrade a Claw Grapnel or Grapnel to increase its range to 90 ft.

Fine Analysis: Boost Appraise and Perception checks by +5.

Grapnel[G]: You may fire this gadget at a solid surface within 30 ft as a standard action, pulling yourself into the space next to the anchor point and remaining there until you remove the anchor as a swift action. If the anchor is in a soft surface such as mud, there is a 50% chance for this ability to fail. Uses 1 Small battery (15 ep). Each use consumes 3 ep.

Grounder[G]: This 1-pound gadget grants +5 DR versus electrical attacks.

Ionic Shield[G]: This gadget boosts all your defenses by +2. Uses 1 Small battery (15 ep). Consumes 3 ep / attack against you (whether hit or miss). If the battery drains to 0, you lose the bonus to defenses until a fresh battery is placed in the gadget.

Miniatuized Batteries: When crafting batteries, you make them at 50% cost and 20% weight without reducing their maximum ep charge. Requires Craft Batteries.

Neural Shocker[G]: This 1-pound gadget dazes 1 target within 15 ft. Fortitude resists. Uses 1 Small battery (15 ep). Each use costs 3 ep.

Overcharge Shield: As a standard action, improves the bonus to defenses from Ionic Shield, Magnetosphere Shield or Electron Shield by +2 until the end of your next turn. This consumes +3 ep from the gadget.

Piloting: Boost Pilot checks by +5, or by +10 once daily.

Point Blank Discharge: You enjoy a +1 bonus on attack rolls and +1d6 on damage rolls with Bolt Gun, Discharge Gun, and Tesla Gun while adjacent to your target. You do not receive this bonus on attacks made through a Discharge Spire.

Snork: Boost Stealth and Trick checks by +5.

Student of Science: You have a modern technical education. Apply a +2 bonus on Dungeoneering, History, Literacy, Mechanics, and Pilot checks.

Swift Load: You may remove and replace 1 battery in a single gadget or electrotech device as a swift action. Requires Battery Focus. Costs 1 vitality.

Technical Training: Boost Craft, Heal, Literacy, Mechanics, and Pilot checks by +2.

Vehicle Tracks[U]: You may upgrade Electro-Carriage or Electro-Cycle such that it suffers no penalties for difficult terrain.

Intermediate Tier

Gadgeteers select from the following intermediate abilities.

Battery Handler: Boost Technics by +5. Also, batteries you charge do not explode if you overcharge them. Instead, excess ep are lost harmlessly. Requires Electrotech.

Battery Rack: You may upgrade any gadget with an rack that affords it 1 more Small battery (15 ep). The upgrade may be applied

multiple times to the same gadget, adding 1 battery each time up to a maximum of 2x the gadget's normal number of batteries. Batteries added this way cost 2x normal. Requires Miniaturized Batteries.

Claw Grapnel[G]: As Grapnel except you may also fire at a creature instead of a solid surface. Reflex resists. On a successful hit, you and the targetted creature make opposed Strength checks. The loser is pulled to a space adjacent to the winner. Requires Grapnel. Uses 2 Small batteries (15 ep each). Each use costs 5 ep.

Craft Electrotech[C]: You can craft electrotech devices, including those described in Chapter 9 (pages 170-177). The cost includes the battery, if any, and all other materials. In general, cost and price are equivalent to magic items of a similar tier. A basic tier effect averages 1,000 gp in cost. Intermediate, advanced, and paragon tier effects cost 2,500 gp, 10,000 gp, and 25,000 gp, respectively. A few simple items are notably cheaper. Costs stack for multiple abilities. Market price equals 2x the cost. The Technics DC equals 5 + an additional 5 points per tier. Add +10 to the DC for nucleonic items. The craft time equals 1 day per 1,000 gp cost, or 4 hours for items under 400 gp. If you fail a skill check, you must spend 2x the craft time and try the check again.

Discharge Gun[G]: This gadget inflicts 1d6 electric damage per level (max 10d6) to all creatures in a 15-ft cone area. Reflex resists for ½ damage. Requires you know Bolt Gun. Uses 2 Small batteries (15 ep each). Each shot consumes 5 ep.

Discharge Spire[U]: You may upgrade a Bolt Gun or Tesla Gun such that you may pay 2x the usual ep cost in order to attack a 5-ft or 10-ft radius area respectively around yourself.

Electro-Carriage[G]: This 1-ton vehicle travels at speed 40 ft (9 miles/hour). It hosts 1 driver + 4 passengers, size Small or Medium, and up to 500 pounds of extra gear in a back compartment. It works on paved road and hard earth but not soft earth. Rough terrain halves its speed. Has 4 Small batteries (15 ep each). Each 5 minutes of driving costs 2 ep. Requires Electro-Cycle.

Electrotech Sensor[G]: This gadget instantly alerts you whenever electrotech is used within 10 ft per level. You also learn the distance and direction to the triggering item, but not any other details. Uses 2 Small batteries (15 ep each). Each hour the sensor is on consumes 5 ep. Requires Electrotech Scanner.

Enhanced Electromagnetics[U]: You may upgrade a Magnetic Attractor or Magnetic Repulsor so that it targets all creatures within 30 ft of you.

Expanded Capacity[U]: You may upgrade an Electro-Carriage or Electro-Cycle to boost the maximum number of passengers by 1. You can apply this upgrade multiple times, each boosting capacity by 1, but doing so costs 2x normal.

Frequency Analyzer[U]: You may upgrade an Electrotech Sensor such that it gives the name of electrotech items it detects. The accuracy is 75% + 1% per level. Failure gives a false name.

High Velocity Spool[U]: You may upgrade Claw Grapnel or Grapnel to activate the gadget as a move action.

Magnetic Repulsor[G]: This gadget causes creatures within 20 ft to be pushed back 20 ft and knocked prone. Fortiture resists. Targets in metal armor suffer a -5 penalty to resist. Uses 1 Small battery (15 ep). Each use consumes 5 ep.

Magnetosphere Shield[G]: As Ionic Shield except this gadget boosts your defenses by +4, uses 2 Small batteries (15 ep each) and consumes 5 ep per attack against you. Cannot be combined with Ionic Shield. Requires you know Ionic Shield.

Neural Overloeader[G]: This gadget stuns 1 target within 15 ft. Fortitude resists. Requires Neural Shocker. Uses 1 Small battery (15 ep). Each shot consumes 5 ep.

Over-Surge: As a swift action, you drain 5 ep from your Bolt Gun, Discharge Gun or Tesla Gun to apply +3d6 damage to your next attack with that device that round. You can apply this bonus damage to all targets using Discharge Spire or Expanded Discharger at a cost of 1 ep per target. Requires Point Blank Discharge.

Spring Boots[G]: This 8-pound gadget fits on your legs and propels you 30 ft upward, downward or diagonally without failure or harm. Has Small battery (15 ep). Each jump consumes 3 ep.

Student of Technology: Boost Craft, Literacy, Mechanics, Pilot, and Technics by +3. Requires Electrotech.

Advanced Tier

Gadgeteers select from the following advanced abilities.

Amphibious[U]: You may upgrade an Electrocarriage or Electrocycle to travel on water with a speed equal to its land speed. The vehicle still cannot travel underwater, only on it.

Auto-Pilot[U]: You may upgrade an Electrocarriage or Electrocycle to drive itself with a Pilot check of d20+15, obeying verbal commands from the driver.

Barbed Anchor[U]: You may upgrade a Claw Grapnel or Grapnel to offer 0% failure chance when anchored into a soft surface. Also, after upgrading a Claw Grapnel, it inflicts 1d6 damage per 2 levels (max 10d6) when it successfully hits a creature.

Electron Shield[G]: As Ionic Shield except it boosts your defenses by +7, uses 4 Small batteries (15 ep each) and consumes 12 ep / attack. Cannot be combined with Ionic Shield or Magnetosphere Shield. Requires Magnetosphere Shield.

Excavator[G]: You gain a burrow speed equal to your land speed or 40 ft, whichever is less. When burrowing, you leave behind a 5-ft-diameter tunnel that collapses after 1 hour unless fitted with supports costing 2 gp per 5-ft cube excavated. You may excavate a 10-ft x 10-ft tunnel by travelling at speed 10 ft, or a 15-ft x 15-ft tunnel by travelling at speed 5 ft. The gadget uses 4 Small batteries (15 ep each). Consumes 2 ep per 5-ft cube excavated.

Magnetic Attractor[G]: This gadget causes creatures within 20 ft to be pulled into spaces adjacent to you (or the closest empty spaces) and knocked prone. Fortitude resists. Targets in metal armor suffer a -5 penalty to resist. Uses 4 small batteries. Each use consumes 12 ep. Requires Magnetic Repulsor.

Master Gadgeteer: Boost Craft, Mechanics, Pilot and Technics by +5. Requires Electrotech.

Neural Burster[U]: You may upgrade a Neural Overloader or Neural Shocker so that you may target all creatures within 20 ft of a point no further than 30 ft from you by paying 2x the usual ep cost.

Technical Acumen: Boost Technics by +10, and Craft and Mechanics by +5. Requires Electrotech.

Tentacle Arms[G]: This 25-pound gadget sports a torso harness and pair of tentacles that you activate as a move action. The tentacles grant a +5 bonus on Acrobatics and Athletics checks and a 15-ft reach to touch or grab, though you cannot use them to attack. Has 1 Small battery (15 ep). Each use costs 3 ep.

Tesla Gun[G]: This gadget inflicts 1d6 electric damage per level (max 20d6) to all creatures in a 30-ft cone area. Reflex resists for ½ damage. Requires you know Discharge Gun. Uses 4 Small batteries (15 ep each). Each shot consumes 10 ep.

Paragon Tier

Gadgeteers select from the following paragon abilities.

Efficient Shielding[U]: You may upgrade an Ionic Shield, Magnetosphere Shield or Electron Shield such that it only consumes ½ the usual ep when targeted by an attack.

Electro-Bubble[G]: This 12-pound pack-like gadget offers amazing protection. For 5 rounds, you ignore all attacks and cannot make attacks. It uses 3 Small batteries (15 ep each). Each use costs 15 ep. Requires Electron Shield and Miniaturized Batteries.

Expanded Discharger[U]: You may upgrade a Bolt Gun, Discharge Gun or Tesla Gun fitted with a Discharge Spire or a Neural Overloader or Neural Shocker fitted with a Neural Burster. An upgraded Bolt Gun, Discharge Gun or Tesla Gun may target all foes within 15 ft by paying 4x the usual ep cost, while an upgraded Neural Overloader or Neural Shocker may target all foes within 30 ft of a point no more than 60 ft from you by paying 4x the usual ep cost.

Master Technologist: When crafting an electrotech or steamgear item, reduce by 25% the cost and time, or double a single factor (cost or time) but reduce the other by 50%. These reductions also apply to costs and time for gadgeteer gadgets and upgrades.

Goyle

You are an urban arcanist, gothic trickster, and friend to monsters.

Background & Adventures

Goyles tap magic's darker side as they bridge the worlds of people and monsters, particularly in urban environments. They can speak with, summon, and take the likeness of a sinister gargoyle.

Many goyles present a beautiful yet sad facade, all the better to fool the unwary. At their core, they revel in and feed on love, hate, joy, sadness, pain, and other emotions that all creatures share. Thus their charismatic mein and use of supernatural poetry.

Goyles are comfortable in civilization, or its desolate ruins. Goyles are particularly adept at avoiding combat and hiding the mayhem caused by adventurers and their foes. Some become monsters: Innocence is their quarry. Others just seek to keep the peace.

Goyles can be their party's negotiators, sneaks, and dangerous combatants. They don't "get along" with others but they do "go along" and can make dramatic contributions.

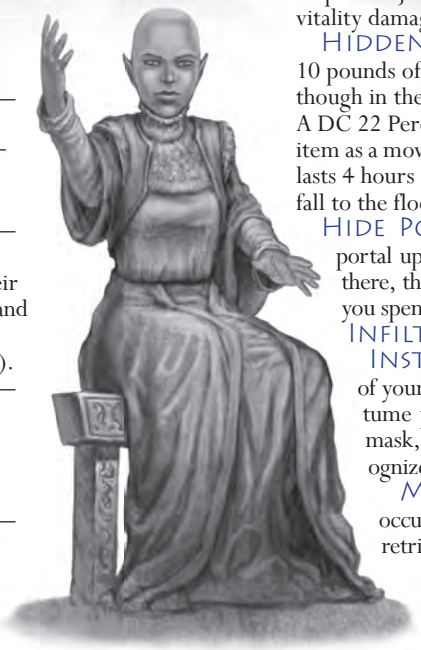
Class Details

Goyles have the following statistics.

Prime Attribute: Charisma.
Attack Roll: d20 + ½ class level + Charisma modifier.
Defenses: +2 Reflex, +2 Will

Armor: Light armors such as leather.
Weapons: Light blades including their signature mini-scythe (sickle), crossbows, and small projectiles.
Starting Gold: 4d4 x 10 (100 gp).

Alignment: Any (usually chaotic).
Special: Apply a -2 penalty on Charisma-based skill checks involving persons.
Training: 1d4 years.



Core Abilities

Goyles start with the following abilities at 1st level.

Gargoyle Form[M]: For 5 minutes you acquire gargoyle traits. Your skin toughens and gains a stony hue, wings sprout, claws and fangs descend, and so forth. These never damage your gear. In this form, you enjoy +2 DR, or +5 DR if you wear no armor. Also, your small wings allow you to hover up to 1 ft above ground, water or other flat space for 1 round by expending a move action, and you gain sharp claws and a bite that together deliver 1d4 damage per 2 levels (max 5d4) against an adjacent foe. Apply your Charisma modifier to the damage dealt. Reflex resists. Costs 2 vitality.

Gothic Poetry[M]: You recite an ornately dour or discretely frightening line of short poetry that is loaded with arcane power. All foes with 15 ft and hearing range suffer 1d4 pain damage per level (max 5d4). Will resists. Costs 1 vitality.

Goyle Skills: Boost Craft, Literacy, and Streetwise checks by +3. You are at home with the trappings of civilization.

Basic Tier

Goyles select from the following basic abilities.

Aggressive: Boost Athletics and Intimidate checks by +5.

Alleywise: Boost Stealth and Streetwise checks by +5.

Angst: One target within 15 ft suffers a -2 penalty on die rolls for 1 hour as emotions churn its heart. Will resists. Costs 1 vitality.

Back Lapse: This improves Memory Lapse (below) to delete what occurred for the past 5 minutes. Costs 2 vitality.

Blood Cure[M]: You alter 1 vial of fresh blood. Anyone who drinks it within 1 minute heals 1d4 wounds. Costs 1 vitality.

Bribe: Boost Diplomacy checks by +5 or by +10 to seal a bribe.

Cause of Death: Boost Heal checks by +5, or by +10 when attempting to determine a creature's cause of death.

Crowd Blend: Boost Stealth checks by +5, or by +10 to vanish into a crowd.

Dark Lore: Boost Arcana and Dungeoneering checks by +5.

Darkvision[M]: As a swift action, your eyes turn black and you see in darkness as easily as in daylight. Ending the effect is a swift action.

Daze[M]: One person within 30 ft is dazed for 1 round. Will resists.

Detect Monsters[M]: You learn whether magic-using non-persons are within a 15-ft cone.

Dramatic Flourish: Up to 5x daily as a move action in combat, you speak or act dramatically—cursing, incanting, lamenting, swearing, taunting or such—to regain 1 vitality.

Flit[M]: As a standard action, you gain the ability to fly with a 30 ft speed for the remainder of your turn. You must end flight on a solid surface that supports you. Costs 1 vitality.

Harvest Blood: You take 1 vial of blood from a willing or helpless adjacent living creature after 1 round of work that inflicts 1 vitality damage. Blood is fresh for 1 hour unless you use Preserve.

Hidden Pocket[M]: One worn garment pocket stores up to 10 pounds of nonliving gear that normally occupies up to 1 cubic ft, though in the pocket it occupies no space and weighs only 1 pound. A DC 22 Perception check reveals the pocket. You add or remove an item as a move action. You can maintain 1 pocket at a time. The effect lasts 4 hours + 1 hour per level. When the magic ends, any contents fall to the floor in front of you. Costs 1 vitality.

Hide Portal[C]: You alter an adjacent door, window or other portal up to 10 ft square to go unnoticed and unusable, as if not there, though you can still use it. Lasts 5 minutes, or 1 month if you spend 25 gp in materials and 1 vitality.

Infiltrator: Boost Perception and Stealth checks by +5.

Instant Costume[M]: You become dressed in a costume of your choice costing up to 100 gp (a fine noble's outfit). Costume pieces vanish when removed. If the costume includes a mask, you enjoy a +5 bonus on Disguise checks to not be recognized as yourself.

Memory Lapse[M]: A target within 15 ft forgets what occurred since the start of its last turn. Will resists. This affords retries on Diplomacy checks and such. Costs 1 vitality.

Monster Mien: Once daily, boost a single Dungeoneering or Streetwise check by +10.

Monster Network: You can trade illegal items found in your local area in 1d4 days without effort or danger when you pay a 10% transaction fee.

No Evidence[M]: One adjacent corpse up to size Large, or a Small or Tiny mundane unattended object, turns to dust. Costs 1 vitality.

Pain is Life: You aren't dazed by wound damage.

Preserve[M]: An adjacent hide, organ, limb or vial of blood is preserved as fresh for up to 1 day per level. Costs 1 vitality.

Quoth the Raven: You enjoy a +5 bonus on Literacy checks, or a +10 bonus on checks involving poetry.

Ripper: Apply +1 on attacks and +2 damage to your Gargoyle Form attacks, which now also count as magical.

Romantic: Apply a +5 bonus on Diplomacy checks, or +10 in romantic situations.

Sharp: Boost Intimidate checks by +5, or by +10 once daily.

Show Portal[M]: This suspends for 5 minutes a Hide Portal effect on the largest portal within 15 ft. Costs 1 vitality.

Still Observer: When you don't move or speak, boost Disguise, Insight, Perception, and Stealth checks that round by +3.

Urban Fleetness: As a swift action, for 5 minutes you enjoy a +10 ft bonus to your land speed and ignore effects of difficult terrain in urban environments. Costs 1 vitality.

Intermediate Tier

Goyles select from the following intermediate abilities.

All You Need is Pain[M]: An adjacent foe suffers 2d6 pain damage from your supernaturally cruel words, or is slain outright if

it is level 2 or lower. Target must be able to hear you.

ANALYZE MONSTER: You learn 1d4+1 facts (statistics or background data) about a creature with magic abilities within 30 ft. You can analyze a particular creature only 2x ever, each in a different situation. Costs 2 vitality.

BEAUTY: Your comeliness permanently improves by +4.

COMMAND MONSTER[M]: A sentient magic-using non-person within 30 ft and hearing range obeys your simple verbal edict. Will resists. Edicts include: approach you, drop held items, fall prone, halt (do not move), kneel and pray, leave you, praise a deity, sit down, stand up, or strike an adjacent creature. The effect lasts 1 round in combat or 1 minute out of combat. A target that resists is immune to it for the rest of the day. Requires Goyle Skills and Sharp. Costs 2 vitality.

CONSUMPTION[M]: You target 1 creature within 15 ft. Each day its maximum vitality and wound points fall by 1. Also, it does not stabilize when bleeding. No save. This is a curse. Costs 2 vitality.

DISGUISE MONSTER[M]: One adjacent sentient monster ally enjoys a +20 bonus on Disguise checks to look alive and register as a person for 1 hour. It gains no other benefits. Costs 2 vitality.

DRAMATURGE: Once daily, you speak or act dramatically for 1 minute so you and up to 5 adjacent each regain 1d4+1 vitality.

ENERGY RIP: Apply +5 damage to your Gargoyle Form attacks. The damage is an energy type of your choice. Costs +2 vitality.

EXTEND GARGOYLE FORM: Your Gargoyle Form lasts 1 hour.

EYE SPY[M]: As a standard action, you magically see (but not hear) through a 2-ft square adjacent floor or wall area (max. thickness 1 ft wood, 6 inches stone, or 1 inch metal) for 1 round. Costs 2 vitality.

FAR LAPSE: This improves Back Lapse to delete the last 1 day's memories. Costs 5 vitality.

FEARLESS: You ignore fear effects.

FEED[M]: Up to 5x daily, an adjacent ally or foe suffers 2d6 vitality damage as you regain 1d6 vitality. Will resists if not voluntary.

FREEZE FORM[M]: As Statue but lasts 5 minutes. Costs 2 vitality.

GROTESQUE POETRY[M]: This improves Gothic Poetry to inflict 1d6 pain damage per level (max 10d6). Costs 2 vitality.

IGNORE SPELL: As an immediate action while using Gargoyle Form, you ignore 1 magic attack that targets you. Costs 2 vitality.

KNOCK[M]: You open 1 mundane lock or negate 1 Arcane Lock effect. Costs 2 vitality.

MARBLE SKIN: Your Gargoyle Form now grants +4 DR or +8 DR if you wear no armor (rather than +2 and +5 respectively).

MASS ANGST: This improves Angst to target all foes within 30 ft. Costs 2 vitality.

PITEOUS TURMOIL[M]: A sentient creature within 30 ft falls prone and begins weeping uncontrollably for 1d4 rounds. While weeping, the target takes no actions though it can defend itself normally. Will resists if level 5+. Costs 2 vitality.

POETIC LICENSE: Once daily you focus as a move action, say a poem, and select any 1 ability of your race or 1 goyle magic ability of a tier you can access except paragon tier. You can and must immediately use the ability or you lose it. You must be a goyle to use this ability.

READ STONES[M]: Once daily after 1 minute of concentration, you try a History, Insight, Perception or Streetwise check with a +10 bonus if a relevant event occurred within 30 ft during the past 10 years per level, or you gain a +2 bonus otherwise. Costs 2 vitality.

RESIST MAGIC: Boost saves by +2 to resist magic abilities.

SEE MONSTERS[M]: As a standard action, you clearly notice for 1 round any magic-using non-persons within 30 ft, faintly outlining them to your eyes only. This pierces disguises but not invisibility.

SUMMON SWARM[M]: A dark swirl vomits a mass of vermin that occupies a pair of adjacent 5-ft spaces within 30 ft. The vermin are bats, spiders, rats, beetles or such as you imagine. Living creatures in the affected spaces immediately suffer 1d4 damage per round (no save) and must resist using Fortitude or be dazed for 1 round. The swarm lasts while you concentrate + 2 rounds. Costs 2 vitality.

TEARFUL VISAGE[M]: An adjacent unconscious person falls into a coma and appears dead for 3 days, with a +20 bonus on Disguise (versus Heal) checks to appear dead. Remove Curse or 1 vial of tears sprinkled on the subject ends the effect. Will resists. Costs 2 vitality.

TONGUES[M]: You can understand, fluently speak, and write a single language for 10 minutes. Costs 2 vitality.

TRAP DOOR[M]: You magically pass through an adjacent floor or wall (max. 1 ft wood, 6 inches stone, or 1 inch metal). Costs 2 vitality.

URBAN WHELP[M]: You summon a level 1 kibble whelp (page 238) within 30 ft to complete tasks for up to 1 hour, or a level 2 kibble for 10 minutes, or a level 4 guardian or level 6 seeker kibble for 2 minutes or 3 rounds, respectively. Costs 5 vitality.

VICIOUS RIPPER: Your Gargoyle Form attack inflicts 1d3 wound damage on top of other damage dealt. Costs +5 vitality.

WHISPER[M]: For 5 minutes, you and adjacent creatures are not heard talking by others and ignore Detect Thoughts. Costs 2 vitality.

Advanced Tier

Goyles select from the following advanced abilities.

CREATE GARGOYLE[C]: You create a gargoyle from a masterwork statue or corpse of a person slain within the past 1 day. The gargoyle's level must not exceed your own. The process takes 1 hour at night. You must place a gem in the body worth 50 gp per level before using this ability. This ability grants no control. Costs 5 vitality.

HORRID RIPPER: Your Gargoyle Form attack inflicts +4d6 damage on top of other damage dealt. Costs +5 vitality.

MAGIC RESISTANCE: You enjoy a +5 bonus on saves to resist magic abilities. Also, when you are targeted by a magic ability that does not allow a save, your foe must beat your Fortitude anyway, and if you save then the magic has no effect. Requires Gothic Poetry, Ignore Spell, and Resist Magic.

MASS MEMORY LAPSE: This improves Memory Lapse such that all targets within 60 ft forget what occurred for the past 2 minutes, or since the start of their last turn if Will resists. Costs 5 vitality.

MASTER POET: Boost History and Literacy checks by +10.

NIGHT'S MASTER: Boost Dungeoneering and Intimidate checks by +10. There is no doubting your monstrous power.

STATUE[M]: You gain the appearance and properties of a stone statue (DR 8) for up to 4 hours + 1 hour per level. You can hear and think as normal but you cannot move or attack except to end the effect as a swift action. Costs 5 vitality.

SUMMON MONSTERS[M]: You perform a 1-minute ritual to summon 1 or more changelings, gargoyles, medusas, vampires or werebeasts within 30 ft. Their total levels cannot exceed your level. These beasts faithfully obey commands you verbally or mentally communicate to them. Mental speech works an unlimited distance. They serve you for 1 hour and then vanish. Costs 10 vitality.

TRAUMATIC POETRY[M]: This improves Grotesque Poetry to inflict up to 20d6 damage to foes within 30 ft. Costs 5 vitality.

UNENDING GRIEF: This improves Piteous Turmoil last for 4 hours + 1 hour per level. This is a curse. Costs 5 vitality.

UNNATURAL BODY[M]: You do not require air, food, sleep or water though you may partake if you wish. Requires Goyle Skills.

WINGED GARGOYLE FORM: This improves Gargoyle Form to grant a 30 ft fly speed for the duration. Costs +5 vitality.

Paragon Tier

Goyles select from the following paragon abilities.

EXTRACT HEART[M]: An adjacent living foe with 0 vitality must resist using Fortitude or immediately die as you draw forth its heart. Costs 10 vitality.

MASS SWARM: This improves Summon Swarm to conjure 5 swarms at once out to a distance of 500 ft. The swarms cannot co-occupy spaces. Also, any creature in an affected area suffers 2d6 vitality damage + 1d4 wound damage per round (no save) and is stunned for 1 round unless Fortitude resists. Costs 10 vitality.

MONSTROUS APOTHEOSIS[M]: You become terrible. For 5 minutes, you gain +5 DR, darkvision and nethersight, fast healing 5, immunity to disease and poison, and your melee attacks deliver +15 damage. These benefits stack with Gargoyle Form. Costs 25 vitality.

POETIC JUSTICE[M]: You name a specific foe and scribe a unique poem for 1 hour. For 24 hours after, you enjoy a +5 bonus on saves and dice rolls involving that foe, while it unknowingly suffers a -2 penalty on all saves and dice rolls. This is a curse. Costs 10 vitality.

Grenadier

A grenadier lobs nasty bombs and brews a myriad of potions.

Background & Adventures

A grenadier is an wartime alchemist and explosives expert. He works tactically to lob destructive bombs, often with special effects such as obscuring smoke, blinding lights or lingering anti-magic.

Grenadiers rely on special alchemical agents, which they often learn to mix on the fly, to deliver devastating nonmagical damage. Grenadiers are also adept with potions, can handle artillery units such as cannons, and may craft powerful, castle-busting bombs. The more sensible among them also learn to defuse others' bombs.

Grenadiers often work with artificers, elementalists, fighters, gunslingers, medicants, and rangers. Advisedly, their allies rush into battle after the grenadier has lobbed his bombs.

Grenadiers rely on gear more than most adventurers. They benefit from down time to brew potions. They also rely on nimble fingers and a quick reaction time.



Class Details

Grenadiers have the following statistics.

Prime Attribute: Dexterity.
Attack: d20 + ½ class level + Dexterity modifier.
Defenses: Fortitude +2, Reflex +2.

Armor: All Light armor and small shields.
Weapons: Firearms, crossbows, light blades, war machines, and 1 other group of your choice.
Starting Gold: 3d6 x 10 (105 gp).

Alignment: Any.
Special: Abilities marked with a [C] require the use of an artificer's lab that costs 250 gp and weighs 40 pounds. You can rent such a lab for 5 gp per day.
Training: 1d4 years.

Core Abilities

Grenadiers start with the following abilities at 1st level.

Bomb: You lob a bomb out to 60 ft that blasts a 15-ft-radius volume. Creatures and objects therein suffer 1d6 damage per 2 levels (max 5d6), or ½ damage if Reflex resists. You only need line of effect, not line of sight. Costs 1 vial of blast powder per d6 damage. A vial of blast powder costs 2 gp, weighs 1 pound, and takes 10 minutes to craft. Moving 1 vial into your hand from a bandolier is a swift action.

Grenadier Skills: Apply a +3 bonus on Arcana, Mechanics, and Warcraft checks.

True Strike: Once daily as a move action, boost your next attack roll that round by +10.

Basic Tier

Grenadiers select from the following basic abilities.

Artisan: Boost Craft and Dungeoneering checks by +5.

Brew Potion[C]: You place an ability that you or an adjacent ally knows into a potion, salve, oil, pill or similar mix that delivers a single-use effect to a creature or object. The cost and time equal 50 gp and 1 hour for a basic ability or 300 gp and 2 hours for an intermediate ability. You or an adjacent ally pay any vitality cost when brewing the potion. See RPG, page 196 for more about potions.

Caltrop Field[M]: You cover a 10-ft-square area within 15 ft with caltrops for 2 minutes. A creature stepping into an affected space must resist using Reflex or suffer 1d4 damage and end its movement in that space. The caltrops are plain to see. Costs 1 vitality.

Conjure Powder[M]: You conjure 1 vial of blast powder. Unused powder vanishes after 24 hours. Costs 1 vitality.

Delay Bomb: You delay by 1d3+1 rounds the detonation of an adjacent explosive. Requires Intelligence 13+.

Detect Explosives[M]: As a standard action, you note the presence or absence of explosives including bombs within a 15-ft cone.

Dodge: As an immediate action, you declare that you ignore 1 melee weapon attack before you know whether it hits you. Requires Dexterity 15+ and works only in Light or no armor. Costs 2 vitality.

Drying Touch[M]: One touched wet object, mass or person weighing up to 250 pounds becomes dry. Items such as firearms that are harmed by immersion become usable again. Costs 1 vitality.

Fast Bomb: Once daily you can use Bomb as a move action.

Field Grenadier: Boost Acrobatics, Athletics, Endurance, Handle Animal, and Survival checks by +2.

Fire Trap[M]: Your touch sets a password-protected trap on a container or door. Opening the container or door without speaking the password activates the trap and causes 1d4 fire damage per 2 levels to adjacent creatures, or ½ damage if Reflex resists. You can stack traps and maintain a number of traps at once equal to your level. Exceeding this limit cancels your oldest trap.

First Aid: Apply a +5 bonus on Heal checks, or +10 to stop bleeding. Normally, a DC 15 Heal check stabilizes a bleeding character.

Ghost Bomb[M]: As a move action your next use of Bomb that round counts as a magical weapon that affects incorporeal foes.

Hands of War: You can craft poisons (RPG, page 166) and explosives and other steamgear weapons (RPG, page 175) for ½ their usual cost.

Hussar: You are a proud, regal soldier. Boost Athletics, Handle Animal, and Nobility checks by +3.

Hustle: As a swift action you gain a bonus move action. Requires Grenadier Skills. Costs 1 vitality.

Identify Concoction: You learn the name and primary effect of 1 touched potion, vial of poison or explosive device. The chance of success equals 70% + 1% per level (max 90%).

Infiltrator: You move quietly and attentively through shadows. Apply a +5 bonus on Perception and Stealth checks.

Message[M]: You whisper a message that is clearly audible to 1 target within 90 ft. You only need line of effect, not line of sight.

Military Training: You are proficient with 1 melee or ranged weapon and 1 grade of armor.

Poison Mastery: Apply a +5 bonus on Appraise, Craft, and Heal checks to identify, brew or neutralize poison.

Poison Use: You never risk accidentally poisoning yourself when applying poison to a weapon, and you may apply poison as a move action.

Precise Bombing: Boost your attack roll by +1 and damage by +2 when using explosives or the Bomb ability.

Rapid Cover: You move 5 ft and/or drop prone as a swift action.

Resist Energy[M]: For 5 minutes, you or a touched ally enjoy +10 DR against 1 energy type, or +2 DR versus all energy types. Costs 1 vitality.

Resist Poison: You enjoy a +5 bonus on saves to resist damage caused by poison.

Respect: Boost Intimidate and Nobility checks by +5.

Sapper: Using Bomb delivers 2x damage against structures.

Shield[M]: As a swift action, you conjure a shimmering shield of force that provides you +2 DR. The shield lasts 2 minutes and also provides total immunity to the Magic Missile ability. Costs 1 vitality.

Trap Sure: Boost Perception and Mechanics checks by +5.

Vandalier[M]: A touched shoulder belt holds 20 pounds of blast powder but only ever weighs 1 pound. Lasts 24 hours. Costs 1 vitality.

Warmage Skills: Boost Arcana and Warcraft skills by +5.

Intermediate Tier

Grenadiers select from the following intermediate abilities.

Aquatic Bomb[C]: You can use Bomb underwater, though the range and damage are reduced to ½ normal. Requires Energy Bomb.

Blinding/Deafening Bomb: As a move action, your next use of Bomb afflicts targets for 1d4 rounds. For each struck target, roll 1d8 to learn whether the target is 1-2) blinded, 3-4) deafened, 5) blinded and deafened, or 6-8) suffers no effect.

Boosted Bomb: This improves Bomb to inflict 1d6 damage per level (max 10d6). Costs 1 vial of blast powder per d6 damage.

Concussion Bomb: As a move action, your next use of Bomb knocks prone all affected Large or smaller creatures. Large creatures may resist using Fortitude.

Dazing Bomb: As a move action, your next use of Bomb dazes targets for 1 round in addition to other effects. Fortitude resists.

Disarm Bomb: You attempt to defuse a bomb. You and the bomb's maker make competing attack rolls. The higher result wins. The process takes 2 minutes. You may shorten the process by 1 round for each -1 penalty you suffer on your attack roll (min 1 round).

Divine Blast[M]: Apply +5 holy damage (if you are good) or +5 vile damage (if you are evil) to all damage by your Bomb attacks.

Egg-Timer: This improves Delay Bomb to delay detonation for 2 minutes. The chance of success equals 70% + 1% per level. If you fail, you still delay detonation for 1d3+1 rounds.

Energy Bomb[M]: As a move action, you alter the energy released by your next use of Bomb or Fire Trap to produce a different energy type, either acid, cold, electrical, fire, force, necrotic, pain, or sonic, as you choose. Requires Grenadier Skills.

Exploding Smoke Bomb: As a move action, your next use of Bomb also produces the effects of Smoke Bomb, which you must know. Costs +2 vials of blast powder.

Far Lob[M]: As a move action, your next use of Bomb that round enjoys a 120 ft range. The chance you hit the desired space equals 70% +1% per level. If you miss, the bomb lands 1d4 x 5 ft away in a random direction. Requires Strength 13+. Costs 2 vitality.

Fast Potion: You may drink a potion as a move action. Requires Brew Potion and Hustle.

Foe Seeking Bomb[M]: As a swift action, for your next use of Bomb that round, apply a +2 bonus on your attack roll, or a +5 bonus if you possess a vial of blood or a body part or know the true name of the targeted foe or foes. Costs 5 vitality.

Herbalist: After 10 minutes of work and 5 gp worth of herbs, you can cure 1 disease, neutralize 1 poison, end infertility, or end 1 case of fatigue, blindness, deafness, nausea or confusion. A creature can benefit once daily per point of Constitution bonus (minimum 1).

Improved Initiative: You react quickly to attack. Apply a +5 bonus on initiative checks or +2 when overloaded.

Maximize Bomb: Once daily as a swift action, maximize all numeric aspects of your next use of Bomb. This ability does not improve the effects of other abilities that also augment Bomb.

Mine: As Bomb but takes 10 minutes to prep and activates only when a Small or larger creature or object moves over it. A Perception check (DC 12+level) can spot the mine. Requires you know Bomb.

Mine Field[M]: You conjure a field of magical traps for 24 hours. You affect a number of 10-ft squares equal to your level for 5 minutes. A foe moving through the field has a 25% chance per space of activating a trap. If so, it must resist using Reflex or suffer 1d4 wound damage. A successful DC 28 Perception check reveals whether a single adjacent space is trapped. Costs 2 vitality.

Protection From Energy[M]: You or a touched ally enjoy +20 DR against 1 energy type, or +5 DR versus all energy types, for 4 hours + 1 hour per level. Costs 2 vitality.

Rapid Rise: You stand up from prone as a swift action.

Smoke Bomb: This works like Bomb except it inflicts no damage and evokes a 30-ft-radius smoke cloud. The smoke is black, gray, white or colored, as you decide. The smoke obscures all sight including darkvision beyond 5 ft. Creatures more than 5 ft from each other have concealment (50% miss chance). The smoke is unnatural and resists normal wind, though Gust of Wind disperses it immediately. This ability does not work underwater. Requires you know Bomb. Costs 3 vials of blast powder.

Smoke Shield[M]: You conjure smoke and lights that make it difficult for foes to target your band of allies. For 5 minutes, melee and ranged attacks against you and your allies within 30 ft suffer a 20% miss chance. Costs 2 vitality.

Advanced Tier

Grenadiers select from the following advanced abilities.

Anti-Magic Bomb: As a move action, your next use of Bomb that round prevents affected creatures from using magic abilities for 1 round if you beat their Will. Costs 5 vitality.

Bomb on the Run: When using Bomb or Smoke Bomb, you can move both before and after using it, provided that your total distance moved is not greater than your speed.

Caustic Bomb[M]: As a move action, your next use of Bomb inflicts 1d3 poison wound damage (no save) from conjured caustic agents in addition to other damage dealt. Requires you know Poison Mastery and Poison Use. Costs 5 vitality.

Clock Bomb: This improves Egg-Timer to wait up to 4 hours before detonation. The chance of success equals 70% + 1% per level.

Dodge Bomb: This works like Dodge except you may ignore 1 ranged bomb attack instead. Requires Dodge. Costs 5 vitality.

Greater Bomb: This improves Boosted Bomb to deliver a maximum of 20d6 damage to a 30-ft-radius volume.

Hidden Bomb[M]: You enchant an adjacent explosive device such that it cannot be detected or located using Detect Explosives, Detect Magic, Locate Object, Scrying or similar magical divinations. The effect lasts 4 hours + 1 hour per level. Costs 5 vitality.

Improvise Potions: When using Brew Potion, you can try to place a basic magic ability for which you qualify drawn from any class. The chance of success equals 70% + 1% per level. If you fail, you still pay the craft cost and must restart. Requires Grenadier Skills.

Limb-Ripper Bomb: As a move action, you improve your next use of Bomb such that affected targets must resist using Fortitude or lose 1 limb and suffer 1d6 wound damage. A biped suffers a -5 penalty on Strength- and Dexterity-based skill checks and attack rolls for each missing limb. Creatures with 5+ limbs instead suffer a -2 penalty per lost limb. Costs 5 vitality.

Lingerfire[M]: This improves Bomb or Smoke Bomb such that affected targets suffer an additional 3d6 energy damage (no save) 1 round after the initial damage. You select the energy type. Requires you know Energy Bomb.

Master Grenadier: Apply a +3 bonus on Craft, Dungeoneering, Heal, Mechanics, Perception, Trick, and Warcraft checks.

Master Sapper: Improves Siege Sapper to deliver 5x damage.

Poison Immunity: You ignore all poisons. Requires Herbalist and Poison Mastery.

Siege Sapper: When you use a war machine, apply 2x damage.

Stunning Bomb: As Dazing Bomb but targets are stunned for 1 round instead. Requires you know Dazing Bomb.

Swift Bomb: Once daily you can use Bomb as a swift action.

Paragon Tier

Grenadiers select from the following paragon abilities.

Disintegration Bomb[M]: As Bomb, but affected creatures and objects suffer 1d10 wound damage. Slain creatures disintegrate, forever gone. Miracle or Wish reverses the effect. Costs 10 vitality.

Hell's Vengeance Bomb[C]: You prepare a single-use bomb. It has a blast radius of 10 ft per level, delivers 4d6 fire wound damage (no save), and knocks prone all affected creature. For each level, the cost, weight, and time equal 1,000 gp, 10 pounds, and 1 day. You may craft the bomb at a lower level than your actual level, if you wish. The chance of a mishap during preparation equals 21% - 1% per level. A mishap inflicts 2d6 wound damage to you and ruins the bomb, requiring you start over.

Poison Bomb[M]: This improves Caustic Bomb to deliver 1d4+1 wound damage via poison with a 50% chance that targets suffer the same damage 2 minutes later. Costs 10 vitality.

Shredder Bomb: This improves Limb-Ripper Bomb to remove 1d4-1 limbs per affected target, with each loss inflicting 1d6 wound damage. Costs +8 vials of blast powder and 20 vitality.

Illusionist

An illusionist conjures false images to fool the senses.

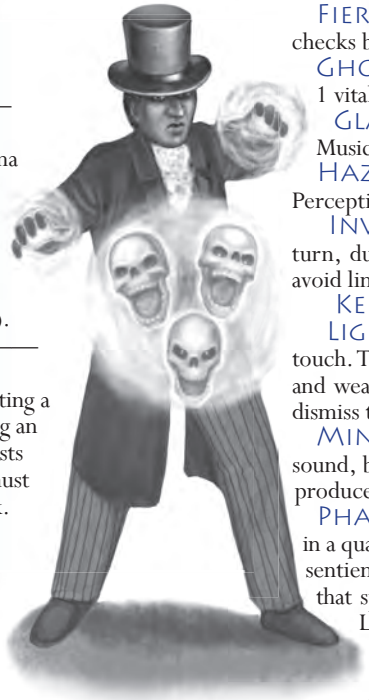
Background & Adventures

Illusionists craft the unreal. They are masters of figments, glamors, phantasms, and other spells that help deceive, disturb, entertain, scare, and perhaps even harm the unwary.

Illusions start simply, as silent insubstantial visual images. With experience, an illusionist adds sound, then voices and music; sensations, and then actual force; and finally all manner of tell-tale signs of reality such as smell and temperature.

An illusionist is sometimes mistaken for a witch. However, a witch is also a master of charm and wit, while an illusionist focuses on ever greater realism, with the goal to make dreams into reality.

Illusionists don't mind companions, and sometimes there is a fine line between friend and foe as the most convincing illusions may need to mislead even one's allies.



Class Details

Illusionists have the following statistics.

Prime Attribute: Charisma.
Attack: d20 + ½ class level + Charisma modifier.
Defenses: Reflex +2, Will +2.

Armor: Phantom Armor (below).
Weapons: All light blades.
Starting Gold: 3d6 x 10 (105 gp).

Alignment: Any.
Special: Your secret is gem dust. Activating a basic ability costs 1 cp of gem dust. Activating an intermediate, advanced or paragon ability costs 1 sp, 1 gp, and 1 pp, respectively. The dust must touch your skin or be exposed to air to work.
Training: 3d4 years.

Core Abilities

Illusionists start with the following abilities at 1st level.

Illusionist[M]: You may conjure 4 torch-like orbs, 1 humanoid apparition, 4 voices, 1 loud animal or machine noise, or a series of amusing stage tricks. The effects last 5 minutes, must remain within 30 ft, and do not cause damage or require a save, though they might fool the unwary. If you already know this ability, double any 1 numeric value when using it.

Illusionist Skills: Apply a +2 bonus on Arcana, Bluff, Craft, Perception, and Trick checks.

Silent Image[M]: You conjure a full-color visual illusion of a single object, creature or phenomenon (fire, etc) in an unoccupied space. The illusion does not create sound, smell, texture or temperature. It never causes damage. It occupies a single 10-ft cube out to 30 ft away for as long as you concentrate as a standard action + an additional 1d4 rounds (max 5 minutes). The image is static or moves in a repetitive 3-round loop that is unresponsive to interaction. A creature may resist using Will after touching the image or beating a DC 15 Perception check by studying it as a standard action. The image vanishes when Will succeeds or when struck by a weapon or spell. You can use Trick as a move action without penalty to hide use of this ability. Costs 2 vitality.

Basic Tier

Illusionists select from the following basic abilities.

Arcane Training: Apply a +3 bonus on Arcana and Literacy checks. You can read magic scrolls. Also, you speak Draconic.

Color Spray[M]: A startling melange of colors strikes all creatures in a 15-ft cone. A creature is dazed for 1 round and blinded for 2d4 rounds if you beat its Will. Otherwise it is dazzled for 1 round. Costs 1 vitality.

Darkvision[M]: As a swift action, your eyes turn purple and you see in darkness as easily as in daylight. Ending the effect is a swift action.

Detect Fears and Desires: Boost Diplomacy and Insight checks by +5. You sense and leverage people's hidden issues.

Detect Illusion[M]: You learn whether an illusion or invisibility effect is present or absent within a 15-ft cone. A second scan of the same area reveals an exact location (within 5 ft). Costs 1 vitality.

Disguise Self[M]: Your surface traits—hair color, garment style, gender, voice pitch, etc—transmute to grant you a +10 bonus on Disguise checks for 1 hour. You can grow or shrink 1 ft and modify your Comeliness by +/- 5 points. Costs 1 vitality.

False Sale[M]: You improve a touched mundane object of up to 250 pounds such that it looks and functions as a masterwork version of itself for 1 hour. A successful DC 18 Appraise check notices the ruse. Costs 1 vitality.

Fierce[M]: For 1 hour, boost Athletics, Intimidate, and Nobility checks by +3 and your Comeliness by +2. Costs 1 vitality.

Ghost Ink[M]: You conjure 1 vial of invisible ink. Costs 12 gp and 1 vitality.

Glamorous[M]: For 1 hour, boost Acrobatics, Diplomacy, and Music checks by +3 and your Comeliness by +2. Costs 1 vitality.

Haze[M]: For 5 minutes, foes within 15 ft suffer a -5 penalty on Perception checks and on Will to detect illusions. Costs 1 vitality.

Invisible Step[M]: You are invisible for the remainder of your turn, during which you enjoy a +10 bonus on Stealth checks and avoid line of sight. Any attack by you ends the effect. Costs 1 vitality.

Keen Senses: Boost Insight and Perception checks by +5.

Light[M]: You conjure light on an unattended object that you touch. The light produces strong illumination in a 15-ft radius burst and weak illumination outward an additional 30 ft. You can use and dismiss this ability at will but you can maintain only 1 light at a time.

Minor Image[M]: This improves Silent Image to include sound, boosting the image's Perception DC to 20, though it cannot produce music or coherent speech. Costs +1 vitality.

Phantom Armor[M]: You cloak yourself or an adjacent ally in a quasi-real illusion of armor that grants +4 DR against unwitting sentient foes or +2 DR against nonsentient foes or any sentient foe that spends a move action to resist using Will. The suit counts as Light armor and may supersede but not stack with other abilities that boost DR. Lasts 1 hour. Costs 1 vitality.

Phantom Steed[M]: You conjure a quasi-real standard warhorse. It looks false and functions as real except it cannot make attack rolls or enjoy skill bonuses. Any successful attack against it dispels it after 1d4 rounds. Otherwise, it lasts 1 hour. Costs 2 vitality.

Phantom Weapon[M]: You conjure a quasi-real illusion of a weapon that functions in all ways like a real one except it delivers 1d4 force damage per 2 levels (max 5d4). Will resists for ½ damage. Lasts 1 hour. Costs 1 vitality.

Resist Fear: Apply a +5 bonus on saves to resist abilities and effects that cause fear.

Resist Illusions: Apply a +2 bonus on saves and skill checks to notice and resist the effects of illusions. Requires Illusionist Skills.

Scare[M]: One living creature within 15 ft is shaken for 5 minutes, or 1 round if it resists using Will. If it is 5+ levels below you, it is frightened instead, fleeing the best it can or cowering if it cannot flee. Costs 1 vitality.

See Invisibility[M]: As a standard action, you clearly notice for 1 round any invisible or incorporeal creatures within 30 ft.

Spiteful Image: While using Silent Image or another ability that improves it, the image can inflict 2d4 damage to a target adjacent to it when you expend a move action. Will resists. Costs 1 vitality.

Stage Magic: Boost Trick checks by +5, or by +10 while performing mundane stage tricks.

Stealthy: Boost Stealth checks by +5, or by +10 once daily.

Study of Fine Arts: Boost Craft and Music checks by +5.

Intermediate Tier

Illusionists select from the following intermediate abilities.

Attache[M]: Once daily, you may conjure a quasi-real illusionary townie (page 210 and RPG, page 259) or critter (page 244). It functions as real though it cannot make attack rolls or use magic abilities and has no soul. It obeys your verbal commands though it will not stray more than 15 ft from you. A successful attack on it dispels it. Lasts 1 hour. Costs 2 vitality.

Dispel Illusion[M]: You end an illusion you know of within 30 ft if you beat its creator's Will. If you fail, you must wait 24 hours to try again for that illusion. Requires you know Illusionist Skills and Detect Illusion. Costs 1 vitality + the countered ability's vitality cost, if any.

Dustless: Ignore this class's special requirement of gem dust.

Fear[M]: This improves Scare to target all living creatures in a 30-ft cone. Costs 2 vitality.

Fear Fulcrum: You analyze a sentient foe within 30 ft as a move action. If its Will resists, you enjoy a +1 bonus on attack rolls against it for 1 hour. Otherwise, you enjoy a +3 bonus for 24 hours. A foe that resists ignores additional uses of this ability for 24 hours. Requires Detect Fears and Desires. Costs 2 vitality.

Fearless: You ignore fear effects. You cannot be shaken, frightened or panicked.

Guide Sight[M]: You close your eyes to see an area from a perspective up to 15 ft away from your actual location, as if you were there. While viewing, you are defenseless. Costs 1 vitality per round.

Ignore Minor Illusions: You automatically notice and ignore the effects of basic tier and core ability illusions that you already know such as Minor Image. Requires Illusionist Skills.

Invisibility[M]: You or a touched ally turn invisible for 5 minutes or until the subject attacks, whichever comes first. Invisibility boosts Stealth checks by +10 and blocks line of sight. Costs 2 vitality.

Levitate[M]: When you concentrate as a standard action, you mentally move 1 target weighing up to 250 pounds a distance of 30 ft up or down. You can move yourself, a willing creature or an unattended object out to a distance of 60 ft. Costs 2 vitality.

Major Image[M]: This improves Minor Image, such that the illusion includes full sound (including music and speech) plus smell and thermal—but not tactile—effects. Also, you can move the image each round within the spell's bounds as a move action. This boosts the image's Perception DC to 25 or to 30 if you move it. Costs 5 vitality.

Mirror Image[M]: You conjure 1d4+1 duplicates of yourself for 2 minutes. Whenever a foe successfully strikes you, it has a 50% chance to strike and dispel 1 image instead. This is a visual illusion. Requires you know Haze. Costs 2 vitality.

Phantasmal Killer[M]: You target 1 person within 15 ft and conjure an apparition of the most frightening thing he can imagine. Only he sees the apparition. If you beat his Will, he believes the apparition is real and must resist using Fortitude or fall unconscious and appear dead (against a DC 30 Heal check) for 5 minutes. Only wound damage wakes him. Immunity to fear blocks this ability. Costs 2 vitality.

Phantom Blast[M]: You evoke a quasi-real spell along either a 90-ft line or 30-ft cone that inflicts 1d6 damage per 2 levels. The damage is 50% force and 50% from any other energy type (cold, fire, etc) as fitting the illusion's details, as you like. Will resists for ½ damage (force damage only). Requires Illusionist Skills. Costs 2 vitality.

Reveal: One adjacent ally may resist using Will against 1 illusion you notice as an immediate action, to also notice it. Costs 2 vitality.

Seeming[M]: As Disguise Self, but affects up to 1 ally per level that starts within 30 ft of you. Requires Disguise Self. Costs 5 vitality.

Violent Image: Spiteful Image now inflicts 5d6 damage.

Whelm[M]: One foe within 30 ft is dazed for 1d4 rounds by a nightmare you show it. Will resists. Costs 2 vitality.

Advanced Tier

Illusionists select from the following advanced abilities.

Errant: This improves Attache such that the illusion may move out to 2 miles away from you and make attack rolls. Costs 5 vitality.

Grand Image[M]: This improves Major Image, such that the illusion includes all sensory modes including tactile, boosting the image's Perception DC to 30, or 35 if you move it. Moreover, the image can occupy up to 5 10-ft cubes in volume. Costs 10 vitality.

Hallucinatory Terrain[M]: You make natural terrain look, sound, smell and feel like some other natural terrain. Structures, gear, and creatures within the area are not disguised or invisible, though creatures and vehicles may move and hide as normal within the terrain as if it were real. You affect up to 1 30-ft cube per level out to 500 ft away for 4 hours + 1 hour per level. A successful DC 25 Survival check after studying the terrain allows Will to resist and ignore the terrain's effects for that creature only. Costs 5 vitality.

Ignore Major Illusions: This improves Ignore Minor Illusions to grant resistance against intermediate tier illusions as well.

Invisibility Sphere[M]: As Invisibility, but affects up to 8 allies who remain within 15 ft of you. The effect ends for an ally if it steps outside the area or makes an attack roll. Costs 5 vitality.

Mask Illusion: As a move action, you improve the next illusion you create that round so that Detect Illusion fails against it and its Perception DC improves by +5. Requires Dustless. Costs 5 vitality.

Mass Reveal: This improves Reveal to target all allies within 30 ft and line of sight or hearing. Costs 2 vitality per ally.

Mass Whelm: Improves Whelm to target multiple foes (max 1/level) within 60 ft. Costs 5 vitality.

Mind Fog[M]: You conjure a 15-ft-radius fog bank up to 90 ft away. While in it, creatures suffer a -5 penalty on Will, or a -10 penalty to notice illusions. Gust of Wind dispels the mind fog. Costs 5 vitality.

Obscure Object[M]: For 24 hours, the touched item becomes invisible to everyone but you, and divination magic such as Detect Magic and Locate Object fail to detect its presence. Costs 5 vitality.

Persistent Image[M]: This improves Major Image such that the illusion follows a script predetermined by you for up to 5 minutes, with no need for you to concentrate. Costs 5 vitality.

Programmed Image[M]: This improves Major Image to activate when a specific predetermined condition (stated within 10 words) occurs and does not require you concentrate or even be present. The spell can only respond to what you would notice if you were present when preparing the programmed image. Costs 5 vitality.

Terror Death[M]: One sentient living creature within 30 ft must resist using Will or be reduced to -1 wounds and begin dying. Even if it successfully resists, it suffers 3d6 pain damage. This is a fear effect. Requires you know Phantasmal Killer. Costs 5 vitality.

Vanishing Space[M]: You make invisible a building, ship or similar structure or set-up of up to 1 10-ft cube per level for 4 hours + 1 hour per level. The target must be within 500 ft. Costs 5 vitality.

Paragon Tier

Illusionists select from the following paragon abilities.

Improved Invisibility: This improves Invisibility, such that attacking does not end the effect. Costs 10 vitality.

Permanent Image[M]: This improves Persistent Image such that the duration is indefinite even when its false nature is revealed. Costs 1,000 gp in special materials per 10-ft cube and 25 vitality.

Phantom Zone[M]: You or 1 target within 120 ft is whisked away to an extradimensional maze for 5 minutes. Each round on its turn, the subject has a 1 in 6 chance to escape, or a 2 in 6 chance if it has Charisma 15+. When it escapes, the subject reappears in the space it departed from, or the nearest open space. Costs 10 vitality.

Project Image[M]: You create a quasi-real, illusory version of yourself. The image looks, sounds, and smells like you but is intangible. It mimics your actions (including speech) unless you direct it to act differently as a move action. You can perceive through its senses as if you were standing where it is. On your turn you can switch to or from its senses as a swift action. While using its senses, your true self is blinded and deafened. If you desire, any magic ability you activate that targets something other than you can originate from the projected image instead. The image can't otherwise use abilities on itself. Projected abilities affect other targets normally, despite originating from the image. You must maintain line of effect to the projected image at all times. If that line is obstructed, even momentarily, the spell ends. The image ignores attacks and lasts 5 minutes. Costs 10 vitality.

Lancer

A lancer wields a specially-augmented steamgear polearm.

Background & Adventures

Lancers integrate steamgear and martial prowess to surprise, scald, and devastate foes on the battlefield. A lancer augments his main weapon, a polearm-like device, with special tips to produce all kinds of effects, often from a distance.

A lancer relies on a steam lance. As a martial weapon, it might be a guisarme, halberd, spear, or similar polearm that offers 10-ft reach. A skilled lancer augments his lance to produce steam, electricity, fire, frost, and even chains and detonating rockets.

Naturally, as a martialist, a lancer is adept with many kinds of armaments and can move and defend himself well in battle, whether dodging and evading while in light armor or producing a whirlwind of damage in the thick of foes.

Lancers can work well with others, particularly when there is room to fight and folks are working in formation and according to a plan.

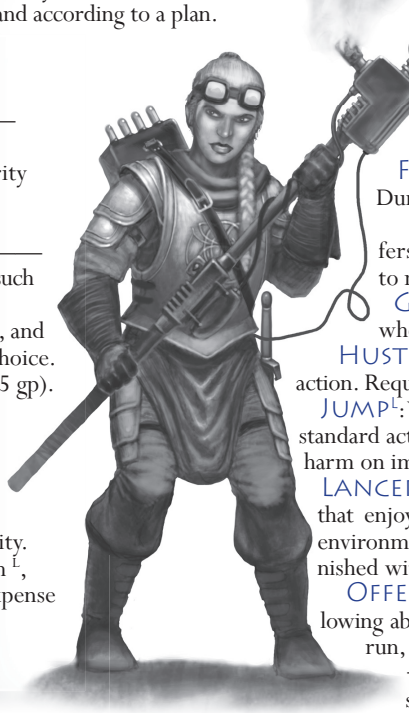
Class Details

Lancers have the following statistics.

Prime Attribute: Dexterity.
Attack: d20 + ½ class level + Dexterity modifier.
Defenses: Fortitude +2, Reflex +2.

Armor: All Light and Medium armors such as leather and breastplate.
Weapons: All light blades, polearms, and spears plus 1 other weapon group of your choice.
Starting Gold: 2d4 x 10 + 275 (325 gp).

Alignment: Any. Most are lawful.
Special: Abilities marked with an [L] are limited to use with a steam lance (125 gp, page 169). Also, abilities marked with a [T] must be readied with the Attach Tip ability. Whenever you learn an ability marked with [L], except for Attach Tip, you have a 1-time expense of 25 gp to upgrade your steam lance.
Training: 1d4 years.



Core Abilities

Lancers start with the following abilities at 1st level.

Attach Tip[L]: You can load a "tip" into a held steam lance (125 gp, page 169) as move action. You may then fire the tip as a ranged attack (80 ft range) as a standard action. Reflex resists all tip attacks unless stated otherwise. A basic tip costs 1 gp and deals 2d6 damage and requires a steam canister (105 gp, page 169). Each day you may prepare for free a set of any kind of tip you know, to a maximum number of tips equal to 4 + your level. You start play knowing basic tips.

Lancer Skills: Boost Athletics, Mechanics, and Perception checks by +3.

Polearm Expertise: When attacking with a polearm or spear, apply a +1 bonus on your attack and a +2 bonus on damage.

Basic Tier

Lancers select from the following basic abilities.

Aggressive: Boost Athletics and Intimidate checks by +5.

Agile Support: Boost Acrobatics and Heal checks by +5.

Battlefield Engineer: Boost Mechanics, Pilot, and Warcraft by +3.

Bear's Endurance: Apply a +5 bonus on Endurance checks. Also, you enjoy a +5 bonus to resist attacks that cause fatigue or exhaustion, and you can sleep in armor without experiencing fatigue the next day.

Brace[L]: As an immediate action, subtract 30 ft from the distance fallen when computing falling damage.

Chain Tip[T]: When you fire this tip, a chain elongates from the lance's base. The target is restrained for 1 round and you pull it 15 ft toward you, even through hazards. A restrained foe cannot move but it can defend itself normally. Reflex resists.

Combat Focus: As a move action you concentrate to achieve focus. Apply a +2 bonus on your next attack roll using a weapon. After attacking, the focus ends.

Disarm: You target 1 foe's held items with your weapon. If you beat its Reflex, your foe drops the targeted item. The item lands in an adjacent square.

Dodge: As an immediate action, you declare that you ignore 1 melee weapon attack before you know whether it hits you. Requires Dexterity 15+ and works only in Light or no armor. Costs 2 vitality.

Electric Tip[T]: You fire an electrically charged tip from your lance, inflicting 1d6 electrical damage per 2 levels (max 5d6). Target is also dazed for 1 round. Reflex resists.

Endure Elements: You ignore the effects of extreme temperature. You can exist comfortably in conditions between -40° and 140° F without harm. Your gear is also protected. This ability is continuously in effect even when you are unconscious.

Frontline Soldier: Apply a +2 bonus to Appraise, Dungeoneering, Endurance, Heal, and Survival checks.

Frost Tip[T]: When you hit with this tip, the target suffers 3d6 cold damage. Also, the target falls prone if it tries to move on its next turn. Reflex resists.

Gearhead: Boost Mechanics checks by +5, or by +10 when dealing with steamgear.

Hustle: As a swift action up to 1/round, you gain a bonus move action. Requires Combat Focus and Rapid Attack. Costs 1 vitality.

Jump[L]: You leap outward, downward or upward up to 30 ft as a standard action without a running start or Athletics check or fear of harm on impact. Costs 1 vitality.

Lancer Goggles: You suffer no penalty when targeting foes that enjoy concealment due to darkness, fog, smoke or similar environment effects. Requires you wear masterwork goggles burnished with 25 gp worth of special materials.

Offensive Maneuver Training: Select 1 of the following abilities: Bull Rush, Charge, Disarm, Feint, Grapple, Overrun, Sunder or Trip. Whenever you use the selected ability, add +5 to your attack roll. Also add +5 to your save when someone else targets you with the ability. You must already possess the selected ability to benefit. You can take this ability more than once. Each time, select a different ability to improve.

Powerful Blow: Once daily as a swift action, when you hit a target with your melee weapon, apply +15 damage. Costs 5 vitality.

Rapid Attack: You may make 2 attacks with the same melee weapon in rapid succession as a standard action. You may direct attacks to the same foe or different foes. Apply a -2 penalty on both attack rolls.

Repressurize[M]: You magically refill an adjacent standard steam canister such as used with a steam lance. Costs 1 vitality.

Scout Training: Athletics and Perception checks by +5.

Steam Cloud[L]: As a swift action, your steam lance emits a smoke screen for 5 minutes. All enemies within reach of you suffer a -2 penalty on saves. You may end this as a swift action. Requires Lancer Goggles. Costs 1 vitality.

Sweep Low: As a swift action, all melee attacks using a spear or polearm are against Reflex for 1 round. Costs 1 vitality.

Trapfinding: Boost Perception checks by +5, or by +10 to notice traps.

Trip: An adjacent foe must resist using Reflex or be knocked to the ground, suffer 1d6 damage, and be made prone.

Vault[L]: Apply a +2 bonus to your Athletics. You are always assumed to have a running start even when stationary.

War Training: You have practical knowledge of warfare. Boost Warcraft checks by +5, or by +10 once daily.

Intermediate Tier

Lancers select from the following intermediate abilities.

Ace: You suffer no attack penalty using Rapid Attack.

Alchemical Armor: This improves Armor Specialization, such that you enjoy an additional +2 DR versus all energy types.

Armor Specialization: Whatever armor you wear provides +2 DR above normal. The boost only works for you.

Corrosive Tip[T]: This tip deals 5d6 acid damage if you beat Reflex and sickens the target for 1d4 rounds if you beat its Fortitude.

Craft Steamgear[C]: You can craft steam gear (page 169 and RPG pages 174). Craft cost equals ½ the market price, as indicated at the end of each item's description. The Mechanics DC equals 15 + 1 per 500 gp cost. The craft time equals 1 day per 1,000 gp cost, or 4 hours for items under 400 gp. If you fail a skill check, you may spend 2x the craft time and try the checks again. Requires Gearhead.

Defensive Maneuver Training: When a foe targets you with the Disarm, Feint, Grapple, Sunder or Trip ability, apply a +5 bonus to resist the ability.

Defensive Strike: As an immediate action you may make a melee attack with a reach weapon when a foe previously not in your reach comes within reach. Requires Lancer Skills. Costs 2 vitality.

Evasion: You can avoid attacks with great agility. When you successfully resist an attack using Reflex, you take no damage from it as you dodge out of the way, even if you would normally suffer a partial effect. You still take full damage when you fail to resist. You do not gain this benefit when you are helpless or wearing Heavy armor. Requires Dodge and Agile Support.

Extra Tips: This improves Attach Tip, such that you may prepare up to +½ your level worth of additional tips.

Fiery Tip[T]: This tip produces a 15-ft-radius blast around its target that inflicts 1d6 fire damage per level (max 10d6). Reflex resists for ½ damage.

Fog Blast[L]: A misty vapor fills a 15-ft radius sphere around a point within your steam lance's range. The vapor obscures all sight including darkvision beyond 5 ft. Creatures more than 5 ft from each other have concealment (50% miss chance). The fog is alchemically thick and resists normal wind, though Gust of Wind disperses it immediately. This ability does not work underwater.

Lasting Vigor: Boost your maximum vitality by +5 points.

Opportune Pole-Reach: When using a polearm, as an immediate action, you may make a single melee attack against a foe within reach that attempts to move from its space. Requires Zen.

Polearm Adept: This improves Polearm Expertise to grant a +2 bonus on attacks and +5 damage.

Quick Fix: You may rush Mechanics checks as a move action with no penalty.

Ranged Dodge: This improves Dodge such that you can dodge ranged weapon attacks including tip attacks by other lancers.

Rapid Rise: You may stand up as a swift action.

Rapid Trip: This improves Trip to be usable as a move action.

Rocket Charge[L]: As a swift action, apply +5 damage to your next steam lance attack. You must move at least 10 ft in a straight line just prior to using this ability.

Rose-Tinted Goggles: This improves Lancer Goggles, such that you may expend a standard action for the goggles to reveal invisible creatures within 30 ft for 1 round.

Second Wind: Once daily after 1 minute of rest you recover 4d6 vitality. Requires you know Polearm Expertise.

Sky Lancer: Boost Acrobatics, Dungeoneering, Heal, and Pilot checks by +4.

Sonic Tip[T]: This tip stuns the target for 1 round if Reflex fails and deafens the target for 1d4+1 rounds in any case.

Steam Blast[L]: You project a 30-ft-cone of billowing steam from your steam lance. Creatures in the area suffer 1d6 fire damage per level (max 10d6). Reflex resists for ½ damage. You must wait 1d3+1 rounds between each use or expend 2 vitality to ignore the wait.

War Veteran: Boost Appraise, Endurance, Survival, and Warcraft checks by +4.

Warrior Mechanic: Boost Athletics, Perception, and Mechanics by +5.

Whirling Defense[L]: Boost Fortitude and Reflex by +2.

Advanced Tier

Lancers select from the following advanced abilities.

Alchemical Coating[T]: Boost Heal checks by +5. Also, apply +5 damage of the energy type the tip normally inflicts.

Disabling Tip[T]: This tip causes the target to suffer disability (RPG, page 228) for 1d4+1 rounds. Fortitude resists.

Dungeon Delver: Boost Acrobatics, Appraise, Dungeoneering, Survival, and Warcraft checks by +4.

Improve Tip[T]: You may improve 1 of your tips as follows when your attack succeeds. You may take this multiple times each time you do choose a different tip.

Chain Tip: Pull target 30 ft and restrain it for 1d4+1 rounds.

Electric Tip: Inflict a maximum of 10d6 electrical damage and daze target for 1d4+1 rounds.

Frost Tip: Inflict 6d6 cold damage, and if target falls prone it may not move or get up until the next round.

Corrosive Tip: Inflict 10d6 acid damage and target is nauseated rather than sicked.

Fiery Tip: Inflict a maximum of 20d6 fire damage and target is panicked for 1d4 rounds.

Sonic Tip: The tip also inflicts 1d6 damage per 2 levels and target is stunned for 1d3 rounds.

Penetrating Blow[L]: Whenever you score a critical hit with a melee attack the target must resist with Fortitude or die. Requires Rapid Attack and Ace.

Polearm Mastery: This improves Polearm Adept to grant a +3 bonus on attacks and +10 damage.

Rocket on the Run[LT]: When attacking with a steam lance, you can move both before and after the attack, provided that your total distance moved is not greater than your speed.

Scalding Blast[L]: You may improve Steam Blast to affect a 60-ft cone for up to 20d6 damage. However, to do so, you must wait 1d4+2 rounds between each use or expend 5 vitality to ignore the wait.

Skylance Master: Boost Athletics, Endurance, Heal, and Pilot checks by +5.

Steam Gauntlet: You are adept with a special gauntlet. Apply +3 DR while wearing armor. In addition you may use a polearm in 1 hand with no penalty, gaining 2x strength damage as if you were wielding it in 2 hands. Requires Flexible Armor.

Steam Goggles: This improves Rose-Tinted Goggles so that you may activate the benefit as a move action.

Steam Shield: You gain training in all shields including tower shields and steam shields. Requires Steam Gauntlet.

Stormtrooper: On the first round of combat, you gain a bonus move or standard action to use a nonmagical ability.

Whirlwind Attack: Each and every adjacent foe must resist using Reflex or suffer damage from your melee weapon equal to 4d6 damage + 1 per level. Requires War Veteran.

Volley[C]: You can fire 2 tips, or the same kind of different kind, so long as they are both already loaded into your steam lance. You may aim at a separate target for each tip. Costs 5 vitality.

Paragon Tier

Lancers select from the following paragon abilities.

Barrage: This improves Volley such that you may fire 5 tips at once. Costs 10 vitality.

Improved Evasion: This improves Evasion such that you suffer only ½ damage from an attack even when you fail to resist using Reflex.

Rocket Onslaught[L]: This improves Barrage such that you may fire all tips in your steam lance at once as a standard action after expending a standard action the prior round in preparation. Also requires Rocket Charge. Costs 25 vitality.

Ultimate Warrior: For 5 minutes, you gain +3 DR, a +5 bonus on all saves, a +10 ft land speed, 1 bonus move action per round, and +10 damage on all weapon attacks. Costs 25 vitality.

Lightbringer

A lightbringer aims to see all and bring illumination to all.

Background & Adventures

Lightbringers strive for insight and illumination in all things: perceptions, thoughts, and actions. They enjoy a psychic link with fey energy and the sun, be it gentle warming rays or capricious flares.

Many lightbringers are good, or have good intent. A few believe that lasting understanding requires contrasts, such as lies that must be suffered in order to appreciate truth. A few lightbringers are evil even as they retain their shining features. They use their penetrating insight and blinding power to bend people and events to their will.

A lightbringer does more than conjure and shape light. He is an oracle who can see through time, illusions, and deceits. He can blind foes and conjure a searing blade that destroys even the hardiest defenses. More terribly, he can conjure pieces of the sun itself and the primal fount of magic that powers all things.

Lightbringers generally work well with clerics, paladins, and other holy characters, and they are a boon to parties that fight fiends, tricksters, and the undead. At times, they are honest to a fault.

Class Details

Lightbringers have the following statistics.

Prime Attribute: Wisdom.
Attack: d20 + ½ class level + Wisdom modifier.
Defenses: Will +2.

Armor: Any Light armor such as leather or chain shirt.
Weapons: Light blades and heavy blades.
Starting Gold: 5d4 x 10 (125 gp).

Alignment: Any.
Special: You cannot worship a deity that grants Darkness or Nethersight as boons or select abilities from any class or theme that lists either of those 2 abilities.
Training: 2d4 years.



Core Abilities

Lightbringers start with the following abilities at 1st level.

Keen Senses: Boost Insight and Perception checks by +5.
Light[M]: You conjure light on an unattended object that you touch. The light produces strong illumination in a 15-ft radius burst and weak illumination outward an additional 30 ft. You can use and dismiss this ability at will but you can maintain only 1 light at a time.
Luminous Blade[M]: You conjure a shining astral blade that functions in all ways as a real heavy blade of your choice and also delivers +2 fire damage. It vanishes if it leaves your hands.

Basic Tier

Lightbringers select from the following basic abilities.

Belay Blindness[M]: You or an adjacent ally recovers from blindness and otherwise ignore for 1 hour any attacks and effects that cause blindness. Costs 1 vitality.
Blinding Scold[M]: One target within 15 ft is blinded for 3 rounds, or for 1 round if its Will resists. Costs 1 vitality.
Comely: Your comeliness permanently improves by +2.
Creative: Boost Craft, Literacy, and Music checks by +3.
Dazzle Bolt[M]: A foe within 15 ft suffers 1d4+1 fire damage, or 5d4 fire damage if it is normally harmed by light. Costs 1 vitality.
Deflect Gaze[M]: For 2 minutes, you ignore the effects of magical attacks that causes blindness or have the word gaze or nymph in it. However, when so protected, you suffer a -2 penalty on Perception checks. Costs 1 vitality.
Detect Illusion[M]: You learn whether an illusion or invisibility effect is present or absent within a 15-ft cone. A second scan of the same area reveals an exact location (within 5 ft). Costs 1 vitality.
Diplomat: Boost Diplomacy and Nobility checks by +5.
Heavensight[M]: You see in conditions of blinding illumination as easily as seeing in normal daylight. Heavensight is in full color.
Lightweave[M]: For 1 hour, you enjoy +4 DR, or +2 if wearing armor. Does not work with Mage Armor or Bone Armor. Costs 1 vitality.
Lore: You hoard random bits of lore. Apply a +2 bonus on Arcana, History, Nature, Nobility, and Religion checks.
Luminous Object[M]: You conjure the ghostly outline of a nonmagical object, vehicle or shelter worth up to 100 gp. It must stand alone and not alter something else. It appears in your hands or adjacent to you in a space that supports it. The object is transparent and clearly false, though it is functional otherwise. If the object is electrotech, the chance it works equals 70% + 1% per level. It lasts 5 minutes. You are limited to 1 such object at a time. Costs 1 vitality.
Rapid Attack: You may make 2 attacks with the same melee weapon in rapid succession as a standard action. You may direct attacks to the same foe or different foes. Apply a -2 penalty on both attack rolls.
Resist Energy[M]: For 5 minutes, you or a touched ally enjoy +10 DR against 1 energy type, or +2 DR versus all energy types. Costs 1 vitality.
Resist Fire[M]: You enjoy +5 DR against fire damage.
Spotlight[M]: You brightly illuminate a 5-ft square up to 90 ft away for 2 minutes. You indicate a spot, not a creature or object.
Sun-Rest[M]: The sun heals you. For each hour of exposure to natural sunlight on a clear or party-cloudy day, you recover 1 vitality to a maximum of 5 vitality in a 24-hour period. You must be a living good-aligned person.
Vitality Surge: Once daily you regain 1d6 vitality.

Intermediate Tier

Lightbringers select from the following intermediate abilities.

Beauty: Your comeliness permanently improves by +4.
Blindness[M]: This improves Blinding Scold to affect a foe out to 30 ft. Also, the effect last 24 hours, or 2 minutes if Will resists. Costs 2 vitality.
Clairaudience/Clairvoyance[M]: After 1 minute of preparation, you can see or hear (but not both) events in a 10-ft radius around a point up to 500 ft away. You do not need to have line of sight. The effect lasts 5 minutes. Costs 2 vitality.
Continual Light[M]: Once daily you can use Light with an enhanced effect: the light is permanent. Dispel Magic cancels the effect. This does not count toward your limit of 1 use of Light at a time.
Dayblast[M]: You project a luminous ray out to 90 ft that blossoms into a 30-ft-radius ball of strong daylight. Undead and creatures in the area normally hampered by daylight suffer 1d6 fire damage per level, or ½ damage when Reflex resists. Costs 2 vitality.
Daylight[M]: You shed strong light 60 ft outward and weak light an additional 60 ft outward for 5 minutes. Also, aberrations, fiends, and undead suffer 1d4 holy wound damage upon first exposure to the strong light and 1 wound damage each round thereafter while in the strong light. Costs 2 vitality.
Detect Lies: Boost Insight checks by +5. Also, once daily for 5 minutes, you automatically note which statements uttered in your presence are untrue. You do not learn the truth, only what is false.
Gaze Reflection: This improves Deflect Gaze such that the listed attacks are directed back at the person or source that produced them. Your attack roll resolves the reflected attack. Also, while protected, you suffer a -5 penalty on Perception checks. Costs 2 vitality.
Illumination[M]: You conjure light on an unattended object within 30 ft. The light produces strong illumination in a 15-ft radius burst and weak illumination outward an additional 30 ft. While you are within the zone of stronger illumination, you and allies enjoy a +5 bonus on Arcana, History, and Religion checks. While in the shadowy zone, the bonus is +2. Costs 2 vitality.
Luminous Binding[M]: Ribbon-like solar rays cling to

creatures in a 10-ft-square area within 30 ft of you for 1 round. Creatures in the area are held fast and unable to move from their spaces, or they move with a 5-ft speed if Reflex resists. Costs 2 vitality.

Luminous Bridge[M]: You conjure a brilliant 10-ft-wide bridge or 5-ft-wide ladder for 5 minutes. It is 10 ft long per level as a bridge or 20 ft high per level as a ladder. It ignores all attacks except Ray of Oblivion. You can dismiss it at will and can maintain only 1 at a time. Costs 2 vitality.

Luminous Creation: This improves Luminous Object such that the creation can have a value up to 2,000 gp or it lasts 1 hour if it has a value under 100 gp. Alternatively, you can conjure up to 20 objects, each with a value under 100 gp, for 5 minutes, and those objects appear within 15 ft of you in unoccupied spaces or in the hands of allies. Costs 2 vitality.

Mental Barrier: Permanently boost your Will by +5.

Mirror Image[M]: You conjure 1d4+1 duplicates of yourself for 2 minutes. Whenever a foe successfully strikes you, it has a 50% chance to strike and dispel 1 image instead. This is a visual illusion. Requires you know Deflect Gaze. Costs 2 vitality.

Numinous Moment: Once daily as a move action, you briefly peer into that which cannot be seen and select 1 lightbringer ability of any tier you can access except paragon tier. You can and must immediately use the ability or you lose it. You must be a lightbringer to use this ability.

Protection From Energy[M]: You or a touched ally enjoy +20 DR against 1 energy type, or +5 DR versus all energy types, for 4 hours + 1 hour per level. Costs 2 vitality.

Reveal Illusion: This improves Detect Illusion such that any illusions present likely glow plainly for all to see. The chance of success equals 70% + 1% per level. Costs 2 vitality.

See Invisibility[M]: As a standard action, you clearly notice for 1 round any invisible or incorporeal creatures within 30 ft.

Starry Constellation[M]: You conjure 1 Tiny star per 2 levels to float harmlessly around you. At any time thereafter for 1 hour, you may expend a star as a swift action to either heal an ally within 30 ft of 2d6 wound damage or harm a foe within 30 ft for 1d2 wound damage. You are limited to 1 constellation at a time. Costs 2 vitality + 1 vitality for each star used.

Sun-Blade: Your Luminous Blade now inflicts +3d4 fire damage.

Sun-Power: This improves Sun-Rest, such that you recover 4 vitality per hour, to a maximum of 20 vitality in a 24-hour period.

Sun Shield[M]: As an immediate action, apply DR 8 against 1 incoming attack as you conjure a luminous force shield. Requires Wisdom 15+ and works only in Light or no armor. Costs 2 vitality.

Suppress Shadows[M]: This improves Daylight to suppress shadows. Creatures and objects cast no mundane or magical shadows in the area, and shadows and similar undead starting their turn in the area suffer 2d4 wound damage (no save). Costs 5 vitality.

Veracity: As True Sight (below) but requires a 10-minute ritual that must finish within at least 2 minutes of its use. Costs 2 vitality.

Wisp[M]: You conjure a luminous mote that scouts an area for 2 minutes out to 500 ft. It passes through cracks but not solid or magical barriers. It cannot attack or check skills except Perception. It has DR 1, a 40 ft fly speed, 2 wound points, and saves and Perception equal to your own. After 2 minutes, or when destroyed, it mentally transmits to you all it has perceived and then vanishes. Costs 2 vitality.

Advanced Tier

Lightbringers select from the following advanced abilities.

Belay Invisibility[M]: One foe of your choice within 60 ft becomes visible and remains visible for 5 minutes, or for 1 hour if you beat its Will. All its attempts at invisibility fail. Costs 5 vitality.

Blinding Light: This improves Daylight, such that sentient nongood creatures are blinded (no save) while they remain in the area.

Cone of Light[M]: You inflict 1d6 fire damage per level to all creatures in a 60-ft cone. Reflex resists for ½ damage. Costs 5 vitality.

Eternal Sunshine[M]: Once daily, you can use an improved version of Illumination, such that the light remains permanently and produces strong illumination out to 60 ft and weak illumination for 60 ft beyond that. Dispel Magic cancels the effect. Costs 5 vitality.

Fire Immunity[M]: You ignore fire energy damage.

Heavenly Shroud: This improves Daylight such that only creatures with Heavensight see in the area of strong illumination and all those that cannot see suffer the indicated damage. Costs 5 vitality.

Luminous Construction: This improves Luminous Creation such that the creation can have a value up to 25,000 gp or it lasts 1 hour if it has a value under 2,000 gp. Also, the creation may appear in any unoccupied space within 30 ft. Costs 5 vitality.

Mass See Invisibility: This improves See Invisibility so that you activate it as a move action and allies within 15 ft clearly notice any invisible or incorporeal creatures within 30 ft. Costs 5 vitality.

Mass Sun-Rest: This improves Sun-Rest such that after 1 minute of exposure, you and up to 5 allies each heal 1d4+1 vitality.

Numinous Mantle: This improves Numinous Moment to affect you and up to 5 allies within 60 ft, each ally selecting and necessarily using an ability from its own classes or classes. Costs 5 vitality.

Nymph's Glare[M]: A single foe within 60 ft and line of sight must resist using Reflex or suffer 1d4 wound damage and be permanently blinded by your great beauty. Requires Beauty. Costs 5 vitality.

Penetrating Senses: Boost Insight and Perception by +10.

Radiant Constellation: This improves Starry Constellation to either heal 4d6 wound damage or inflict 1d4 wound damage. Costs 5 vitality + 2 vitality for each star used.

Raiment of Stars: You wreath yourself in hot blinding flames for 5 minutes. Whenever a creature starts its turn adjacent to you, it suffers 1d6 fire damage per 2 levels. Costs 5 vitality.

Ray of Light[M]: You project a luminous ray that dispels 1 shadow magic effect within 90 ft as specified by you. Costs 5 vitality.

Roving Clairsentience: This improves Clairaudience/Clairvoyance such that you can move the target point up to 30 ft as a move action in any direction though you must stay within range. Costs 1 vitality per move.

Star Fall[M]: You target a point within 120 ft. Until the start of your next turn, a sudden hail of searing, zooming stars inflict 5d6 damage to all creatures within 15 ft of the point up to an elevation of 30 ft. The damage is cold, electricity or fire, as you like. Creatures in the area are also blinded and deafened for 5 minutes, or 1 round if Fortitude resists. When the storm ends, no trace of stars remains. Costs 5 vitality.

Star Shield: As an immediate action, all allies within 30 ft are protected from area attacks, and attacks from a single direction, for 1 round such that the allies suffer no harm. Costs 5 vitality.

True Sight[M]: You see through all illusions, disguises, and concealments for 1 round. This reveals secret doors and invisibility. It also bypasses the Nondetection ability. Costs 5 vitality.

Wisps Nest: This improves Wisp to conjure up to 2 motes per level. Costs 5 vitality.

Paragon Tier

Lightbringers select from the following paragon abilities.

Form of Light[M]: For 5 minutes, you merge with an ambient light source and gain +5 DR, fast healing 5, heavensight, immunity to cold and all ailments, and brilliant white wings that provide a fly speed of 30. You cast no shadow in this form. Costs 25 vitality.

Lasting True Sight: This improves True Sight to last 5 minutes. Costs 10 vitality.

Luminous Wonderment: This improves Luminous Construction such that the creation can have a value up to 100,000 gp and it lasts 1 hour if has a value under 25,000 gp. Also, the creation appears in any unoccupied space within 60 ft of you. Costs 10 vitality.

Nymph's Deadly Gaze[M]: All foes within 120 ft and line of sight suffer 3d4 wound damage and are permanently blinded by your breathtaking beauty. Those who resist using Will merely suffer 1d4 wound damage and are blinded for 1 round. Costs 10 vitality.

Truth's Gaze: You instantly notice and may ignore illusions.

What Truths May Come: Over 1 minute, you receive 3d4 images of events, objects, persons, and locations that you are likely to encounter within a 2-square-mile area. You can make up to 3 skill checks regarding each image to learn whatever you can from them. The GM decides the images' nature. Costs 10 vitality.

Magister

A magister is a science genius, occult explorer, sage, and mesmerist.

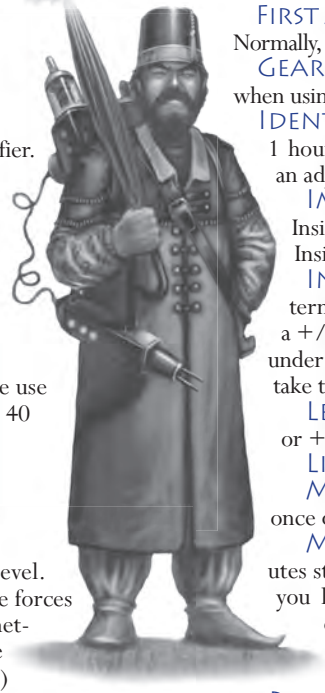
Background & Adventures

Magisters make use of all sorts of electrotech, scientific theories, and esoteric practices for body and mind. As their diverse interests converge, they discern "Time Travel", a magister code word that refers to the secret operating principles of people, fate, and the multiverse.

Magisters lay claim to various trades—their exact training and goals are rich and elusive—while utilizing sly words, experimental electrotech, and insights from inference and deduction. Magisters may act as inventors, mystics, psychiatrists, and sleuths.

The signature of all magisters is hypnotic power. Using mere words and innocent gestures, they daze or implant suggestions with an ease that looks magical. Some magisters delve into arcane arts for inspiration and to cobble together more interesting electrotech.

Magisters get along with other classes. They use a wide range of abilities to work along the margins of a situation or come to the fore as needed.



Class Details

Magisters have the following statistics.

Prime Attribute: Wisdom.
Attack: d20 + ½ class level + Wisdom modifier.
Defenses: Fortitude +2, Will +2.

Armor: Any Light armor such as leather.
Weapons: Clubs, light blades, hand-to-hand weapons, the quarterstaff, and firearms.
Starting Gold: 5d4 x 10 (125 gp).

Alignment: Any.
Special: Abilities marked with a [C] require the use of an electrotech lab that costs 250 gp and weighs 40 pounds. You can rent such a lab for 5 gp per day.
Training: 3d4 years.

Core Abilities

Magisters start with the following abilities at 1st level.

Electrotech: You study invisible mundane forces of nature (called immateria) such as electrics, kinetics, nucleonics, optics, and sonics. You can make checks using the Technics skill (RPG, page 177) and enjoy a +2 bonus on Mechanics and Technics checks.

If you already have this ability, apply an additional +5 bonus on Mechanics and Technics checks.

Hypnotize: One person within 15 ft and line of sight and hearing is dazed for 5 minutes outside combat or for 1d3 rounds in combat. Targets don't need to know your language. An attack against a hypnotized target ends the effect. Will resists. You can use Bluff or Trick as a move action without penalty to hide this ability. The first 3 daily uses cost 0 vitality. Thereafter, each use costs 2 vitality.

Magister Skills: Apply a +3 bonus on History, Insight, and Literacy checks.

Basic Tier

Magisters select from the following basic abilities.

Apothecary[C]: You can brew drugs and poisons (RPG, page 166) for ½ their listed market price. One dose requires 1 hour of work, and you can prepare up to 10 doses in a day. Also, you can identify a drug or ingested poison after 1 minute of careful visual and olfactory inspection with an accuracy of 70% + 1% per level.

Arcane Training: Apply a +3 bonus on Arcana and Literacy checks. You can read magic scrolls. Also, you speak Draconic.

Body Well: You cultivate your physical health. Apply a +3 bonus on Acrobatics, Athletics, and Endurance checks.

Break Trance: For 1 adjacent person, you end all hypnotic effects of Hypnotic Gaze, Hypnotize, and Hypnotic Suggestion.

Calisthenics: Once daily after a 5-minute routine, you gain 1d4+1 vitality. This may exceed your normal maximum vitality.

Cause of Death: Boost Heal checks by +5, or by +10 when attempting to determine a creature's cause of death.

Creative: Boost Craft, Literacy, and Music checks by +3.

Dazing Analysis: As a move action, you improve your next use of Hypnotize that round as you verbalize a startling analysis of the target's secrets. The target is dazed for +1 rounds. The target must understand your language. Requires Psychiatry Skills.

Dazing Fist: As a swift action when you successfully use Unarmed Strike, the target must resist using Fortitude or be dazed for 1 round. Costs 1 vitality.

Detect Trance: You learn whether a person within 15 ft is affected by Hypnotic Gaze, Hypnotize or Hypnotic Suggestion.

Explorer-Scientist: You enjoy a +2 bonus on Dungeoneering, Literacy, Nature, Perception, and Survival checks.

Fate's Footprints: Boost Perception checks by +2, or by +10 when investigating within 15 ft of a person's place of death.

First Aid: Apply a +5 bonus on Heal checks, or +10 to halt bleeding. Normally, a DC 15 Heal check stabilizes a bleeding character.

Gearhead: Apply a +5 bonus on Mechanics checks, or +10 when using steamgear.

Identify: Boost Appraise checks by +5. Also, after expending 1 hour of study and 1 vitality, you determine all properties of an adjacent magic item within view. You don't need to touch it.

Impractical Insights: Up to 2x daily, boost an Insight check by +2d6. All other times, apply a -2 penalty on Insight checks.

Initiate of Time Travel: You glimpse esoteric patterns of existence. Once daily as a swift action, you may apply a +/-1d6 modifier to a single d20 roll made by you or a person under Hypnotize by you that same day. You must be a magister to take this ability.

Legal Training: Apply a +5 bonus on Literacy checks, or +10 regarding matters of law.

Linguist: You are fluent in 3 languages of your choice.

Mechanic: Boost Mechanics checks by +5, or by +10 once daily.

Minor Phrenologic Analysis: After 2 minutes studying an adjacent skull, or a willing living person's skull, you learn the person's sex, race, and Intelligence score. For disguised targets, your Perception check must beat their Disguise check. The race must be one familiar to you. Otherwise, you only learn the creature's type instead.

Piloting: Boost Pilot checks by +5, or by +10 once daily.

Psychiatry Skills: Apply a +3 bonus on Heal, Insight, and Literacy checks.

Spell Secret: You learn 1 basic magic ability for which you qualify from any class. Requires Arcane Training.

Stage Magic: Boost Trick checks by +5, or by +10 while performing mundane stage tricks.

Technics Expertise: Boost Technics checks by +5, or by +10 once per day. Requires Electrotech.

Unarmed Strike: You use your entire body including fists, feet, head and torso to deliver damage as a melee weapon. An adjacent foe must resist using Reflex or suffer 1d6 damage (or 1d4 if you are Small). Apply a +1 bonus to your attack roll and add your Strength modifier to your damage roll.

Uncanny Act: Boost Bluff and Trick checks by +5.

Urban Sleuth: Boost Stealth and Streetwise checks by +5.

Wick-Whack: Your club, quarterstaff or Light weapon inflicts 1 wound damage. Fortitude or Reflex resists, whichever is better.

Words with Art: Boost Craft and Literacy checks by +5.

Intermediate Tier

Magisters select from the following intermediate abilities.

Academic: You've acquired a broad range of knowledge. Apply

a +3 bonus on Arcana, History, Nature, Nobility, and Religion checks.

Analyze Corpse: Boost Heal checks by +5. Also, on a successful DC 10 Heal check, you learn 1 fact per 5 points above the check (2 facts at 15, 3 facts at 20, etc) about the corpse's manner of death, such as time of death or weapon used.

Analyze Site: You can evaluate a building or ruin. After 1 hour of exploring the site, apply d20 + your Intelligence modifier. For every 5 points, you learn the answer to 1 question about the building or ruin's purpose, construction, age, and inhabitants. Failure indicates no answer. You may repeat this ability up to 3x more on the same site, though each check requires progressively more time: 1 day, 1 month, and 1 year. Each successful check at the same site adds a +2 bonus on History checks regarding that site. Costs 2 vitality.

Craft Electrotech[C]: You can craft electrotech devices (RPG, Chapter 9, pages 176-189). The cost includes the battery, if any, and all other materials. In general, cost and price are equivalent to magic items of a similar tier. A basic tier effect averages 1,000 gp in cost. Intermediate, advanced, and paragon tier effects cost 2,500 gp, 10,000 gp, and 25,000 gp, respectively. A few simple items are notably cheaper. Costs stack for multiple abilities. Market price equals 2x the cost. The Technics DC equals 5 + an additional 5 points per tier. Add +10 to the DC for nucleonic items. The craft time equals 1 day per 1,000 gp cost, or 4 hours for items under 400 gp. If you fail a skill check, you must spend 2x the craft time and try the checks again. Requires Electrotech.

Detect Lies: Boost Insight checks by +5. Also, once daily for 5 minutes, you automatically note which statements uttered in your presence are untrue. You do not learn the truth, only what is false.

Electro-Craft Specialty: Select 1 category of electrotech such as battlements, communicators or transports. Apply a +5 bonus on Technics checks when working with such devices, and reduce their craft cost and time by 25%. Moreover, 1/day, when you use such a device, you may elicit from it 2 outputs rather than 1. For outputs that involve an attack roll (firing a zap gun, etc), apply a -2 penalty to each attach roll. Requires Craft Electrotech.

Elixir of Perfection: Permanently boost any 2 saves—Fortitude, Reflex or Will—by +2. Requires Apothecary and Herbalist.

Herbalist: After 10 minutes of work and 5 gp worth of herbs, you can cure 1 disease, neutralize 1 poison, end infertility, or end 1 case of fatigue, blindness, deafness, nausea or confusion. A creature can benefit once daily per point of Constitution bonus (minimum 1).

Hypnotic Suggestion: You touch a person who is dazed from your use of Hypnotize and phrase a task for him in 10 words or less. He does his best over 1 hour to complete the task after he recovers from the Hypnotize effect. He will not deliberately harm himself and the effect has a 50% chance to end each round that his life or his allies' lives come in danger. Multiple uses of this ability do not stack but replace earlier suggestions. Costs 2 vitality.

Improved Unarmed Strike: This improves Unarmed Strike, such that you apply +2 on attack rolls and inflict +5 damage.

Lasting Vigor: Boost your maximum vitality by +5 points.

Major Phrenologic Analysis: This improves Minor Phrenologic Analysis, such that after 10 minutes of study you learn the person's alignment, class or classes, and theme. The chance of success for each trait equals 70% + 1% per level. Failure indicates a random false reading. You can read a particular skull 1x only. The class and theme must be ones familiar to you. Otherwise, you do not learn those traits. Costs 2 vitality.

Mental Barrier: Permanently boost your Will by +5.

Monstrous Hypnosis: Hypnotize now affects all types of creatures. This does not improve Hypnotic Suggestion in any way.

Novice Noggin[C]: Once daily, after 1 hour of work and 12.5 gp in supplies, you craft an electrotech device that reproduces the effect of any 1 basic magic ability for which you qualify from any class. The chance of success equals 30% + 2% per level. The device is a kludge, with a 5% chance of horrid failure and a 5-ft blast that has inflicts 1d6 wound damage. Success indicates the device works 1x before breaking into useless junk. Anyone can use it. You are limited to 1 such device per level at a time. Requires Arcane Training and Electrotech. The market price is 25 gp. Costs 2 vitality.

Psychoanalytic Session: Once daily, you conduct a private session with a person for 10 minutes. The person recovers 2d10-4 vitality immediately afterward and then enjoys +3 vitality for the 2 days upon waking on the morning after the day the session occurred. You cannot conduct a session on yourself. Multiple uses of this ability do not stack. Requires Psychiatry Skills.

Rapid Eye: Using Hypnotize is a move action. Costs 2 vitality.

Student of Time Travel: This improves Initiate of Time Travel to be usable 3x daily total. You can apply multiple uses to the same roll. You study patterns of numbers, speech, motions, and such.

Stunning Analysis: A sentient foe within 30 ft and line of sight and hearing is stunned for 1d4 rounds. Will resists. The target must be able to understand your language as you reveal its deepest secrets. Requires Dazing Analysis. Costs 2 vitality.

Stunning Fist: As a swift action when you succeed on an attack using Unarmed Strike, the target must resist using Fortitude or be stunned for 1 round. Requires Dazing Fist. Costs 2 vitality.

Thwack: Wick-Whack now inflicts 1d3 wound damage.

Vertigo: While a foe is under Hypnotize, you evoke dizzying existential angst as a standard action. It suffers 1d6 damage per level (max 10d6), or ½ if Will resists. Costs 2 vitality.

Advanced Tier

Magisters select from the following advanced abilities.

Cannibalize Parts: After 1 minute of work, you extract useful parts from an adjacent touched electrotech item. The recovered gp value of the parts equals 50% of the item's creation cost if it was functional or 25% if it was broken. Requires Technics Expertise.

Drug-Induced Insights[C]: Once daily, you can imbibe a special brew that evokes your brain's latent potential. Brewing 1 dose costs 5 gp and 10 minutes. After quaffing a dose, you are dazed for 1 hour while you receive answers (yes/no/maybe/irrelevant) to 3 questions you phrase in 10 words of less. The chance of a correct answer is 70% + 1% per level. Requires Apothecary and Herbalist.

Greater Unarmed Strike: This improves Improved Unarmed Strike to grant +3 on attack rolls and +10 damage.

Lasting Youth: You no longer suffer the negative effects of aging although you still die of old age when your time is up.

Mass Hypnosis: This improves Hypnotize to target all foes within 15 ft. Rapid Eye does not improve this ability. Costs 5 vitality.

Master Noggin[C]: This improves Novice Noggin, such that you may use it up to 3x daily with a chance of success equal to 70% + 1% per level after 10 minutes of work, 25 gp in supplies, and 5 vitality.

Master Sleuth: Apply a +4 bonus on Insight, Perception, Stealth, Streetwise, and Survival checks.

Philosopher of Time Travel: This improves Student of Time Travel to be usable 7x daily total. Requires Elixir of Perfection.

Powerful Suggestion: This improves Hypnotic Suggestion, such that the target need only be within 30 ft and the effect lasts up to 4 hours + 1 hour per level. Costs 5 vitality.

Sage Magister: Boost History and Literacy checks by +10.

Suffering: This improves Vertigo to inflict up to 20d6 damage. Costs 5 vitality.

Technical Genius: You have deeply studied science. Boost Craft, Heal, Literacy, Mechanics, and Pilot checks by +4.

Tricks: You know 4 basic magic abilities drawn from any classes.

Paragon Tier

Magisters select from the following paragon abilities.

Lasting Suggestion: This boosts Powerful Suggestion such that its duration is indefinite, barring events prompting a re-save.

Mass Hypnotic Suggestion: This improves Hypnotic Suggestion to target all foes within 15 ft.

Master of Time Travel: This makes Philosopher of Time Travel usable 15x daily total. Requires Drug-Induced Insights.

Mighty Unarmed Strike: This improves Greater Unarmed Strike to grant +5 on attack rolls and +15 damage.

Mindbend: Hypnotic Suggestion now affects any creature type.

Magus

A magus is a student of genies and delights in wonders and terrors.

Background & Adventures

Magi study the arcane mysteries of genie-kind, learning stupendous and terrible secrets. As they acquire the power of ancient elemental spirits, they become supernatural beings in their own right.

A magus's spells mirror a genie's magic. He can conjure a whirlwind or a giant hand to delay, swat or grapple foes. He can shrink to mouse size or grow as big as a tree. He can test foes, mutate them, and even grant wishes, both helpful and perverse.

Magi are equally known as charming and temperamental, relaxed and impatient, litigious and forgiving. Many say they merely respond to mortal choices. They conjure a feast, and by the guests' hearts, allies taste sweet joy and enemies taste foul ashes.

A magus is a dramatic ally who fits with bards, elementalists, and those who share his passions. Those who are selfish or betrayers meet a magus's wrath.



Class Details

Magi have the following statistics.

Prime Attribute: Charisma.
Attack: d20 + ½ class level + Charisma modifier.
Defenses: Fortitude +2, Will +2.

Armor: Any Light armor such as leather or chain shirt.
Weapons: The dagger, gauntlet, spiked gauntlet, scimitar, shortbow, and longbow. Also, unarmed strike attacks.
Starting Gold: 2d4 x 10 (50 gp).

Alignment: Any, though usually neutral.
Special: You wear a glove or gauntlet, a turban or other hat, or carry a tiny lamp or cage, as a focus for your magic. When you do not, apply a -2 penalty to your attack rolls using magic abilities.
Training: 2d4 years.

Core Abilities

Magi start with the following abilities at 1st level.

Desert Blast[M]: You exhale a billowing 15-ft cone of scouring sand and sooty fire, inflicting 1d4 damage per level (max 5d4) + 1 point per die of fire damage. Costs 1 vitality, or 0 vitality if you let Fortitude resist for ½ damage.

Facile Magic: Up to 3x daily as a move action, you incant over your implement and know for 5 minutes any magus magic ability of any tier that you can access except paragon tier. Each use cancels a previous use. Requires you hold your implement.

Magi Skills: Boost Arcana, Heal, Literacy, Nature, and Religion checks by +2.

Basic Tier

Magi select from the following basic abilities.

Ancient Laws: Boost History and Literacy checks by +5.

Astrology: Boost Insight checks by +2, or +10 when with persons for whom you know their birth date or age and birth place.

Detect Fears and Desires: Boost Diplomacy and Insight checks by +5. You sense and leverage people's hidden issues.

Elemental Athlete: Boost Athletics and Nature checks by +5.

Floating Fist[M]: You conjure an enormous hand. It is sized as a 5-ft-cube (closed fist) or a 10-ft high x 5 ft wide x 2½ ft thick slab (open palm). You may mentally open or close the fist or wiggle its fingers as a swift action. It appears in any unoccupied 5 ft space within 15 ft. You may mentally move the hand up to 30 ft as a move action out to a distance of 60 ft. The hand has DR 5, 10 vitality, and saves equal to 10 + your level. As a standard action, you can make Athletics checks via the hand. The check equals d20 + 5 + your Charisma modifier. The hand is pure force, cannot be healed, and ignores all harm or conditions except vitality damage. It lasts 2 minutes or until reduced to 0 vitality. When between you and a foe, it provides cover. Costs 1 vitality.

Iconist: Boost Craft and Religion checks by +5.

Genie Artist: Boost Appraise, Craft, and Music checks by +3.

Genie Lore: Boost Arcana, Bluff, History, Insight, and Perception checks by +5 when dealing with a genie, golem, mephit, minotaur, or naga, or recalling lore about such creatures. Also, you speak Genie.

Genie's Fist: An adjacent foe suffers 1d8 damage + your Charisma modifier. Will resists. Requires Magi Skills.

Healing Gift[M]: You conjure a sweet drink or tasty morsel. A living creature that ingests it heals 1d4 wounds. Costs 1 vitality.

Ray of Regret[M]: One sentient foe within 30 ft is dazed for 1 round as he pities himself. Will resists. Costs 1 vitality.

Resist Energy[M]: For 5 minutes, you or a touched ally enjoy +10 DR against 1 energy type, or +2 DR versus all energy types. Costs 1 vitality.

Respect: Boost Intimidate and Nobility checks by +5.

Romantic: You are adept at intimate rapport. Boost Diplomacy checks by +5, or by +10 in romantic situations.

Spell Ready: Boost Arcana and Perception checks by +5.

Summon Dignity[M]: You conjure on yourself a fine noble's outfit with a scimitar, plus a fine 5-ft x 10-ft rug beneath you. Worn or held items vanish when doffed. The rug lasts 2 minutes.

Sun Scorcher[M]: You emit a 5-ft wide x 30 ft long line of roaring flame that inflicts 1d8 fire damage per 2 levels (max 5d8) upon whatever it contacts. Costs 1 vitality.

Intermediate Tier

Magi select from the following intermediate abilities.

Body of Stone[M]: Your skin permanently grants +2 DR. Does not stack with Metalskin or Steel Skin. You must be a magus.

Bull's Fist[M]: This improves Imposing Fist (below). As a standard action, you can knock prone a Large or smaller foe adjacent to the fist. Moreover, if you move the fist 10+ ft prior to the attack, it also pushes back the foe by 1d4 x 10 ft.

Create Food and Drink[M]: You conjure food and water or wine that acts as a single meal for 3 persons, 1 mount or 1 genie. The food is delicious for your allies, foul-tasting to your foes, and bland to all others. Requires Detect Desires. Costs 2 vitality.

Desiccating Touch[M]: One adjacent foe suffers 1d6 damage (max 10d6) per level due to water loss, or ½ damage if Fortitude resists. The effect bypasses DR. Costs 2 vitality.

Detect Deceit[M]: You learn whether an adjacent person has acted against your interests, intends to do so, or presents no harm. Will resists unless you are 5+ levels above him. Costs 2 vitality.

Eye for Eye[M]: Once daily when a foe inflicts wound damage on you, it immediately suffers the same amount of wound damage. Requires Ancient Laws and Magi Skills.

Flame Fist[M]: Genie's Fist deals an extra +2d6 fire damage.

Flame Tongue[M]: Apply to 1 of your weapons a +2 bonus on attacks and +2d6 fire damage for 5 minutes. Costs 2 vitality.

Gift of Pleasure[M]: Once daily, after 1 minute spent kissing or entertaining an adjacent ally, you both recover 2d6 vitality.

Imposing Fist[M]: This improves Floating Fist so it appears within 30 ft, goes out to 120 ft, has DR 10 with 25 vitality, and enjoys a +10 bonus on Athletics checks (not +5). Also, you can use the fist as a standard action to swat foes adjacent to it for 3d6 bludgeoning damage.

Magic Hut[M]: You conjure within 30 ft on stable unoccupied ground a 15-ft-cube structure such as a cabin, hut or tent. Looks aside, it offers 6 walls (DR 8, 90 hp per 5-ft square), 4 windows (DR 4, 30 hp each), and 1 iron door (DR 10, 60 hp). It comes furnished and provides a pleasant 75° climate between -40° and 140° F. Furnishings vanish if removed. It holds up to 8 Medium creatures and lasts 4 hours + 1 hour per level. Creatures caught inside when the magic ends are dumped on the ground. You can maintain 1 magic hut at a time. Costs 5 vitality.

Moon Magus: Boost Acrobatics, Buff, Stealth, and Trick checks by +4. You cannot know Sun Magus. Requires Magi Skills.

Not There[M]: As an immediate action you wink out of existence until the end of your next turn. Costs 2 vitality.

Protection From Energy[M]: You or a touched ally enjoy +20 DR against 1 energy type, or +5 DR versus all energy types, for 4 hours + 1 hour per level. Costs 2 vitality.

Self-Fulfillment: Once daily you focus as a move action and select any 1 ability of your race or 1 magus magic ability of a tier you can access except paragon tier. You can and must immediately use the ability or you lose it. You must be a magus to use this ability.

Serpent's Coil[M]: As a move action, an adjacent foe suffers a -1 penalty on d20 rolls and you enjoy an equal +1 bonus. The effect lasts 2 minutes and stacks up to 5x. Will resists. Costs 2 vitality.

Star Magus: Boost History, Insight, Religion, and Warcraft checks by +4. You must know Astrology.

Summon Familiar[M]: You gain a mephit or ergo as a permanent companion. Its level equals ½ your own. If you lose it, you may acquire another after 1 month and a 25 gp cost.

Sun Magus: Boost Appraise, Diplomacy, Music, and Nobility checks by +4. You cannot know Moon Magus. Requires Magi Skills.

Sun Rays[M]: This improves Sun Scorcher to project 3 rays at once, each in a different direction. Costs 2 vitality.

Tiny Form[M]: You can reduce yourself to size Tiny for 2 minutes. In this form, you have 2 wound points, a +20 bonus on Stealth checks, a +10 bonus on Reflex, a -5 penalty on damage rolls, a -20 penalty on Athletics checks, -20 ft speed (min 5 ft), and a 98% weight reduction. Costs 2 vitality.

Tongues[M]: You can understand, fluently speak, and write a single language for 10 minutes. Costs 2 vitality.

Whirling Fist[M]: Genie's Fist now targets all adjacent foes.

Advanced Tier

Magi select from the following advanced abilities.

Arcane Studies: Select 4 basic magic abilities for which you qualify drawn from any class. You now know these abilities.

Body of Iron[M]: Your Body of Stone ability now grants +5 DR.

Craft Golem[C]: You may create a level 15 guard golem (RMG, page 91). It costs 75,000 gp and 7 days of uninterrupted work. It is loyal to you and obeys your verbal commands in Genie.

Desert Storm[M]: This improves Desert Blast to cover a 60-ft cone for 1d6 damage per level. Will resists for ½ damage. Costs 5 vitality.

Desert Whirlwind[M]: You conjure a sandy funnel that is up to 40 ft high and 10 ft in diameter. The funnel moves at a speed of 60 ft in any direction you desire and inflicts 2d8 damage on creatures in its path. A creature in the funnel is also thrown 10-60 ft and lands prone if you beat its Reflex. The funnel lasts as long as you concentrate as a standard action each round + an additional 1d4 rounds. Costs 5 vitality.

Fire Immunity[M]: You ignore fire energy damage.

Flying Carpet[M]: You animate a carpet up to 50 square ft in area. While animated, it flies up to speed 30 ft, hovers or lands and stops on your verbal command in Genie. The carpet hosts 3 Medium creatures, acts only when you sit on it, cannot tilt or turn upside down, and only moves in straight lines. Any successful attack on you requires you pass a DC 15 Acrobatics check or fall off the carpet. Without you, the carpet descends gently to the ground. Costs 1 vitality per minute.

Glibness: For 5 minutes, you enjoy a +20 bonus on Bluff checks and ignore magic that detects lies. Costs 5 vitality.

Grasping Fist[M]: This improves Imposing Fist, such that it appears within 60 ft, goes out to 250 ft, has DR 15 with 50 vitality, and enjoys a +20 bonus on Athletics checks (not +10). Also, you may use Grapple if you know it through the fist as a standard action.

Minor Wish[M]: This works like Grant Wish (below) except you are limited to aiding 1 ally, inflicting 1d6 damage per level, or duplicating any 2 basic or 1 intermediate class ability or deity boon. Also, success only causes fatigue rather than exhaustion.

Mobile Hut[M]: This improves Magic Hut so that the hut may show or hide legs as a standard action. Legs lift the hut 30 ft into the air and grant it a 30 ft speed. You must be within 30 ft of the hut to issue it commands, spoken in Genie. Costs 10 vitality.

Murderous Rage[M]: One living target within 30 ft flies into a rage, attacking nearby allies for up to 2 minutes. On each round, the target has a 50% chance to ignore the effect for that round only. After 3 successful tries, the effect ends. Costs 5 vitality.

Noble Fury: Boost Intimidate and Nobility checks by +10.

Ruby Reversal Ray[M]: You block the effects of 1 ongoing hazard within 120 ft (either a 30-ft-cube for up to 1 hour if mundane, or a 5-ft-cube for up to 5 minutes if magical). You can suspend curses, magic terrain, natural hazards, spell effects, traps, and so forth. Requires Magi Skills. Costs 2 vitality per minute if mundane or 5 vitality per round if magical.

Spontaneous Combustion[M]: As an immediate action, 1 target within 60 ft that made an attack roll in the last 1 round suffers 3d4 fire wound damage, or 1d4 if Will resists. Costs 5 vitality.

Suicidal Urge[M]: One living target within 30 ft seeks to harm itself in the most expedient way possible, typically by attacking itself. The effect lasts 3 rounds. Will resists. Costs 5 vitality.

Summon Servants[M]: You perform a 1-minute ritual to summon 1 or more genies, golems, mephits, nagas, or minotaurs. Their total levels cannot exceed your level. You cannot summon a noble genie. These servants obey commands you communicate in Genie. They serve you for 1 hour and then vanish. Costs 10 vitality.

Terrible Curse[M]: A person within 30 ft permanently transforms into a mutant such as a harpy or minotaur of a level equal to its own. It recalls its life and uses the mutant's statistics. You have no special influence over it. Will resists. Only you, or a Miracle or Wish, ends the effect. This does not work on allies. It is a curse. Costs 10 vitality.

Warding Whip[M]: You conjure a whip-like force in 1 hand for 5 minutes. With it, you ignore effects that alter gravity, spatial dimensions or time flow. Also, as a standard action you may use it to dispel 1 ongoing magic ability within 15 ft. If the magic is permanent, you suppress it for 5 minutes. If it has a duration, the magic ends. Requires Magi Skills. Costs 2 vitality to conjure + 5 vitality per use.

Paragon Tier

Magi select from the following paragon abilities.

Aerial Delight[M]: This improves Magic Hut such that the hut looks like a hot air balloon or dirigible and gains a 60 ft fly speed, though it can only move in straight lines. Costs 1 vitality per 10 minutes.

Crushing Fist[M]: This improves Grasping Fist, such that it appears within 120 ft, goes out to 500 ft, has DR 20 with 100 vitality points, and enjoys a +30 bonus on Athletics checks (not +20). Also, it ignores harm from basic tier magic abilities and automatically deals 4d6 bludgeoning damage each turn against any foe it's grappling.

Grant Wish[M]: You can grant a person's wish. The person must utter "I wish..." followed by a request. You cannot grant wishes to yourself, other magi, or any other creature type. A wish can duplicate any non-paragon class ability without error. It can provide gear or property worth up to 5,000 gp but the recipient permanently loses 5 vitality. You suffer 1 wound damage per round you own or touch even 1 cp of such wealth. The chance of success equals 70% + 1% per level, with failure indicating a negative outcome equivalent to an advanced tier ability (such as suffering 10d6 damage). If you desire, if you win an opposed Literacy check, you cause commensurate harm to him instead. A creature is limited to 3 wishes total ever from you. You must be a magus to use this ability.

Huge Size[M]: For 5 minutes, you grow to size Huge for 5x normal height, a -5 penalty to Reflex, a +5 bonus on damage rolls, a +10 bonus on Athletics checks, +10 wound points, +20 ft speed, a 15-ft reach, a +10 bonus to resist Bull Rush, Grapple, and Trip attacks, a -10 penalty on Stealth checks, an effective Strength of 25, and a 64x weight increase (Ex. 160 pounds becomes 10 tons).

Magnificent Mansion[M]: This improves Magic Hut to conjure a stylish 3,000 square ft structure (typically, a 7-story 20-ft-square tower or 2-story 30-ft x 50-ft mansion, maze or tent) that offers luxurious amenities including 40 fine meals. Also, it has DR 15 walls, DR 10 windows, and a DR 20 door. Costs 20 vitality.

Mass Immolation[M]: This improves Spontaneous Combustion to target all qualifying foes within 30 ft. Costs 3 vitality per foe.

Marshal

A marshal is a reliable leader and servant of the people.

Background & Adventures

A marshal is a strategic leader in battle who draws upon magical rites, keen perception, and diplomatic influence. He is often mounted on a fine steed to better oversee battles and provide rousing courage and power to his warriors, whether they are soldiers, savages or even monstrous minions.

Marshals gain their prowess from many sources: noble council, scouting parties, history books, and the voices of ancient spirits. The insights gained inform the marshal's strategies. Most marshals gain noble titles along with armies and land, as these are the fruits of a successful warrior's endeavors. While some are humble, most work to go down in history.

Marshals are proficient with armaments, adept at riding mounts, and able to heal, extend an aura of insight and confidence to allies, summon creatures to their aid, and hold his own amongst nobility.

Marshals love gathering together fellow adventurers to realize their plans. A marshal's worst enemy is usually himself.

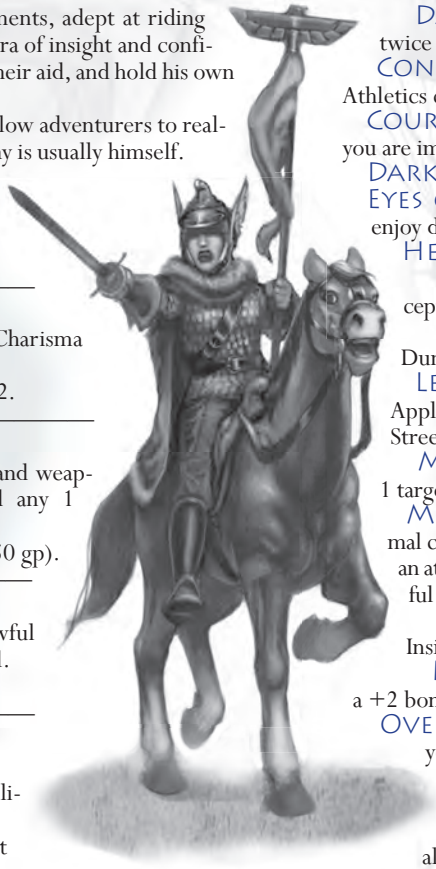
Class Detailss

Marshals have the following game statistics.

Prime Attribute: Charisma.
Attack: d20 + class level + Charisma modifier.
Defenses: Fortitude +2, Will +2.

Armor: All armors and shields.
Weapons: All bows, hand-to-hand weapons, heavy blades, light blades, and any 1 weapon group of your choice.
Starting Gold: 6d4 x 10 (150 gp).

Alignment: Any lawful.
Special: A marshal must have a lawful alignment in order to progress in level.
Training: 2d6 years.



Core Abilities

Marshals start with the following abilities at 1st level.

Battlefield Trained: Boost Athletics and Warcraft checks by +5.

Noble Title: You enjoy a +5 bonus on Nobility checks and gain a noble title. If you start with no title from any other source, you are a knight with a title of Sir (or Lady). If your existing title is Sir (or Lady) then it becomes Baron (or Baroness), or so forth following the standard noble title progression (RPG, page 119). The knight title grants you a stipend of 25 gp per month, which is sufficient for common lodging and meals when you have no other means. Your family owns a single fine property where you may reside for free. You must have at least occasional contact with your family to collect the stipend and use the property. Lack of contact or approval may result in suspension of benefits. If you are a Baron (or Baroness), your stipend improves to 100 gp per month. This sustains fine lodging and meals when you have no other means. Finally, you are generally well-received by other nobility. You may make a Nobility check in lieu of a Diplomacy check to gain temporarily lodging or simple favors from other nobles.

Strategy: For 5 minutes, you and allies within 60 ft enjoy a +1 bonus on d20 rolls and foes suffer a -1 penalty on d20 rolls. Either the allies or foes must be able to see you or hear and understand your speech.

Basic Tier

Marshals select from the following basic abilities.

Alluring Confidence: In romantic situations, apply a +3 bonus on Acrobatics, Athletics, Diplomacy, Insight, Literacy, and Music checks.

Bane Blade: Specify one type of foe such as construct, fiend or undead. If you select person, choose a specific race such as dwarf or goblin. Apply a +2 bonus on attack rolls and +5 damage against foes of that type for 2 minutes. Requires Dark Lore. Costs 5 vitality.

Battle Strong: Boost your melee weapon damage by +1d6.

Battle Training: You enjoy a +2 bonus on Dungeoneering, Endurance, Heal, Intimidate, and Warcraft checks.

Boost Morale: As a move action in combat, allies within 60 ft who can see or hear you regain 1 vitality and enjoy a +1 bonus on all dice rolls until the start of your next turn. This only works in combat. Costs 1 vitality.

Danger Sense: When you make an initiative check, roll twice and take the higher of the 2 rolls.

Confidence: You and allies within 15 ft enjoy a +5 bonus on Athletics checks for 5 minutes. Costs 1 vitality.

Courage: Apply a +5 bonus on saves to resist fear effects. Also, you are immune to the Bully and Torment abilities.

Dark Lore: Boost Arcana and Dungeoneering checks by +5.

Eyes of the Wolf Pact[M]: You and up to 1 ally per level enjoy darkvision for 10 minutes per level. Costs 1 vitality.

Healer[M]: An adjacent ally heals 1d4 wounds. Costs 1 vitality.

Heightened Senses: You enjoy keen perception. Apply a +5 bonus on Insight and Perception checks.

Know The Battlefield: Apply a +3 bonus on Dungeoneering, Nature, and Warcraft checks.

Leadership Skills: You adeptly influence others. Apply a +2 bonus on Bluff, Diplomacy, Insight, Intimidate, and Streetwise checks.

Message[M]: You whisper a message that is clearly audible to 1 target within 90 ft. You only need line of effect, not line of sight.

Mounted Combat: Apply a +5 bonus on Handle Animal checks. Up to once per round while mounted you can negate an attack against you by using your mount as a block on a successful DC 15 Handle Animal check. The mount takes no damage.

Negotiator: Apply a +5 bonus on Diplomacy and Insight checks.

Noble Airs: Apply a +5 bonus on Nobility checks and a +2 bonus on Diplomacy and Literacy checks.

Overrun: You push through a foe's space as a swift action. If you beat its Fortitude, you can freely pass through its space while maintaining your speed. If not, you stop adjacent to it and do not pass it.

Power Attack: As a swift action, apply a -2 penalty to your next attack roll but add +5 damage to that attack's damage if you hit.

Respect: Boost Intimidate and Nobility checks by +5.

Shock and Awe: When determining initiative, you may cause foes within 30 ft to suffer a -5 penalty on their initiative rolls. Requires Boost Morale and Strategy. Costs 1 vitality.

Stealth Maneuvers: You and allies within 30 ft enjoy a +5 bonus on Stealth checks and +10 ft speed for 5 minutes. Costs 1 vitality.

Stone Bones[M]: You and allies within 15 ft enjoy +2 DR for 3 rounds. Costs 1 vitality.

Summon Standard[M]: You conjure one large battlefield standard. You (and only you) enjoy a +5 bonus on Warcraft checks while you or an adjacent ally holds it aloft. You are limited to one standard at a time.

Sworn Ally: Each day, select 1 ally. Whenever you are adjacent to this ally, you both enjoy a +1 bonus on saves, or a +5 bonus to resist fear.

Vitality Surge: Once daily you regain 1d6 vitality.

Warden: Apply a +2 bonus on saves and attacks when standing within or immediately adjacent to a portal such as a doorway, archway or window.

Intermediate Tier

Marshals select from the following intermediate abilities.

Acquire Warband: You gain a set of warriors who admire your martial prowess, guard your property, and aid your missions. Their number equals your level. They are 2nd-level townies. Typically, they are archers, cavalrymen, infantrymen, snipers, stormtroopers, warmages, and so forth. They serve you before their nation. If you lose a warrior—or when you qualify for an additional warrior—then you can attract a new one after 1 month.

Army of One: You and allies within 30 ft are immune to charm, confusion, fear, and sleep effects for 2 minutes. Requires Noble Airs. Costs 2 vitality.

Bridge The Gap[M]: You conjure a shimmering 10-ft-wide bridge or 5-ft-wide ladder for 5 minutes. The bridge is 10 ft long per level, and ladder is 20 ft high per level. It ignores all attacks except Dispel Magic. You can dismiss the bridge or ladder at will and can maintain only one at a time. Costs 2 vitality.

Defensive Maneuver Training: When a foe targets you with the Disarm, Feint, Grapple, Sunder or Trip ability, apply a +5 bonus to resist the ability.

Improved Strategy: This improves Strategy, such that allies enjoy a +2 bonus and foes suffer a -2 penalty.

Improved Title: This improves the Noble Title ability, such that your title advances by one step, typically from Sir (or Lady) to Baron (or Baroness). You must be a marshal to take this ability.

Invisible Steps[M]: You and allies within 30 ft are invisible for the remainder of your turn. Any attack by you negates the effect. Costs 2 vitality.

Mass Endure Elements[M]: You and allies within 30 ft ignore effects of extreme temperature. You can exist comfortably in conditions between -40° and 140° F without harm. Gear is also protected. This ability is continuously in effect even when you are unconscious. Costs 2 vitality.

Mass Flit[M]: You and allies within 30 ft gain a fly speed of 30 ft starting on their next turn and lasting for 1 round. Affected creatures must end flight on a solid surface. Costs 2 vitality.

Mental Barrier: You enjoy a permanent +5 bonus to Will.

Mine Field[M]: You conjure a field of magical traps for 24 hours. You affect a number of 10-ft squares equal to your level for 5 minutes. A foe moving through the field has a 25% chance per space of activating a trap. If so, it must resist using Reflex or suffer 1d4 wound damage. A successful DC 28 Perception check reveals whether a single adjacent space is trapped. Costs 2 vitality.

Pacify: Once daily, you solicit surrender. Among foes within 30 ft, the one with the highest Will must resist or all foes within the area are unable to make attack rolls for 2 minutes or until an attack is made against any one of them. The targets do not need to understand your language.

Pep Talk: Once daily, after 1 minute of inspiring words, you and up to 5 allies within 30 ft each recover 1d4+1 vitality.

Rapid Attack: You may make 2 attacks with the same melee weapon in rapid succession as a standard action. You may direct attacks to the same foe or different foes. Apply a -2 penalty on both attack rolls.

Second Wind: Once daily after 1 minute of rest you recover 4d6 vitality. Requires Boost Morale.

Smoke Shield[M]: You conjure smoke and lights that make it difficult for foes to target your band. For 5 minutes, melee and ranged attacks against you and your allies within 30 ft suffer a 20% miss chance. Costs 2 vitality.

Steel Bones[M]: This improves Stone Bones such that you and allies within 15 ft enjoy +5 DR for 3 rounds. Costs 2 vitality.

Strategic Moment: As a move action, you direct allies to act by your plans. All allies within 30 ft enjoy a +2 bonus on attack rolls and deliver +5 damage until the start of your next turn.

Summon Minor Warband[M]: You summon 1 or more martial townies such as archers, cavalrymen, infantry, or snipers. Their total levels cannot exceed your level. They aid you for 2 minutes, after which they vanish. They only obey your direct orders. Costs 2 vitality.

Swift and Silent Tide: This improves Stealth Maneuvers, such that you and allies within 30 ft enjoy a +10 bonus on Stealth checks and +30 ft speed for 5 minutes. Costs 2 vitality.

Tide of Bane Blades: This improves Bane Blade such that you and each of your allies within 30 ft enjoy a +2 bonus on attack rolls and +5 damage for 5 minutes. Costs 5 vitality.

Undying Horde[M]: You and allies within 30 ft do not fall unconscious when brought to 0 wound points or below. Instead, you remain conscious and can act normally. Protected creatures may still die as usual.

Advanced Tier

Marshals select from the following advanced abilities.

Compliance[M]: This improves Pacify such that affected foes are coaxed to surrender their weapons and walk up to their maximum speed for the duration.

Diverse Dweomer: Select 4 basic magic abilities for which you qualify drawn from any classes. You now know these abilities.

Imperial Airs: Apply a +4 bonus on Diplomacy, History, Intimidate, Nobility, and Warcraft checks.

Mass Invisibility[M]: You and allies within 90 ft turn invisible for 5 minutes or until one of you makes an attack, at which time the invisibility ends. This grants a +20 bonus on Stealth checks. Costs 5 vitality.

Mass Vitality: Once daily, you and allies within 90 ft regain 10 vitality points. Requires Boost Morale. You can take this ability a second time to be usable twice daily.

Maximize Damage: You direct one ally within 30 ft who can hear or see you. Maximize the numerical damage of that ally's next attack. You cannot maximize your own damage. Costs 5 vitality.

Mounted Strikes: When attacking with a melee weapon from atop a mount, you can make a single attack against any and all creatures the mount passes adjacent to. Apply a -2 penalty on your attack rolls against each target.

Multitude of Edges[M]: As a move action, you transmute all allies' weapons within 90 ft such that they ignore 1 point of DR per level. The effect lasts until the start of your next turn and only works when you or your allies use the affected weapons. Costs 5 vitality.

Share the Magic[M]: An adjacent ally's magical effect on itself extends to benefit all allies within 90 ft. Costs 5 vitality.

Summon Warband[M]: This improves Summon Minor Warband, such that you summon any nonchaotic creatures, their total levels cannot exceed your level, and they aid you for 1 hour before vanishing. Costs 5 vitality.

Surgency: Allies within 90 ft who can see or hear you gain a bonus move action usable on their next turn.

Wargod's Bones: This improves Steel Bones such that you and allies within 15 ft enjoy +10 DR for 3 rounds. Costs 5 vitality.

Paragon Tier

Marshals select from the following paragon abilities.

Forms of Death, Wind, and Shadow[M]: This improves Smoke Shield to provide a 50% miss chance for attacks against you and your allies within 500 ft. Costs 5 vitality.

Heir of Ancient Warlords: For 5 minutes, you gain +5 DR, darkvision, fast healing 5, immunity to disease and poison, and a clear bird's eye view of a stationary 2-mile-square area centered around you. Costs 25 vitality.

Hellfire General: You acquire a nightmare as a loyal steed. If you lose the steed you can replace it again after 1 year. You must be evil to take this ability.

Instant Maneuver[M]: You and all allies within 120 ft teleport up to 500 ft in any direction. If a destination space is occupied, the creature suffers 1d6 damage and the ability fails for it only. After you arrive, you are dazed for the remainder of your turn. Each of you can take gear weighing up to 250 pounds. Costs 10 vitality.

Master Strategist[M]: This improves Improved Strategy, such that allies enjoy a +3 bonus and foes suffer a -3 penalty on d20 rolls for 5 minutes.

Revive the Pack[M]: Once daily, you restore to life 1 ally per level within 120 ft that has died within the past 3 rounds. Allies return with full wound points and 1 vitality point. Ailments at the time of death remain. Costs 10 vitality.

Priest

A priest follows and promotes a particular deity and religion.

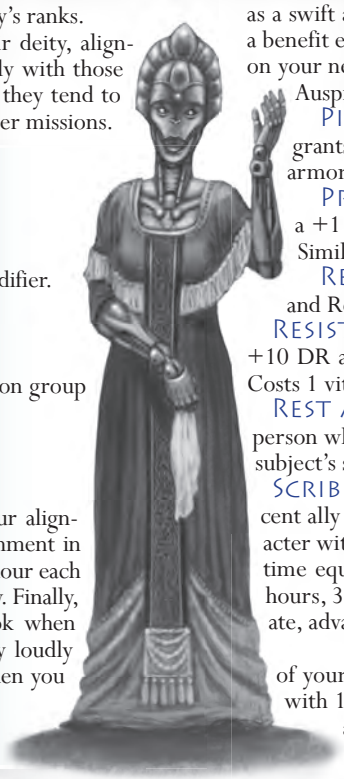
Background & Adventures

Priests promote a special bond between mortals and gods. They can evoke their deity's power and bolster allies to help them attain divine goals. Priests also craft votives, study prayerbooks, and enjoy evangelizing others to their spiritual outlook.

As true believers, priests adeptly read others' intentions and also their god's will and insight. They offer pious guidance, maintain mental clarity and faith, and give aid and comfort to their deity's allies.

Priests revere their deity above all else and support their flock. Good priests may be martyrs, and even priests of chaotic and evil deities tend to fellow believers, at least so their souls travel to the deity's realm in the afterlife and bolster the deity's ranks.

Priests work well with those who share their deity, alignment or situational goals. They may work poorly with those who oppose them in theory, though in practice they tend to tolerate differences in order to succeed at broader missions.



Class Details

Priests have the following statistics.

Prime Attribute: Wisdom.
Attack: d20 + ½ class level + Wisdom modifier.
Defenses: Fortitude +2, Will +2.

Armor: All Light armors and shields.
Weapons: Unarmed strike plus the weapon group that includes your deity's weapon.
Starting Gold: 5d4 x 10 (125 gp).

Alignment: Any.
Special: You must worship a deity and your alignment must be within 1 step of your deity's alignment in order to advance in level. Also, you must pray 1 hour each day to access your class magic abilities for that day. Finally, you must present a divine symbol, rod or book when using class magic abilities; alternatively, you may loudly verbalize your deity's name as a swift action. When you do not, apply a -2 penalty to your attack rolls.
Training: 3d4 years.

Core Abilities

Priests start with the following abilities at 1st level.

Basic Boon: Each day you may select and know for 24 hours 1 basic boon offered by your deity for 0 faith points. See RPG page 129 for details. Typically, you draw the deity's seal and call its name.

God's Auspice: You permanently enjoy the skill boosts granted by the Auspice ability listed under your deity.

Prayer Book: Up to 3x daily, you may study a religious text (10 gp, 3 pounds) for 2 minutes to know for 1 hour any priest magic ability for which you qualify of any tier that you can access except paragon tier. Each use cancels a previous use. Requires a prayer book.

Basic Tier

Priests select from the following basic abilities.

Abide: Boost Endurance, Heal, and Religion checks by +3.

Benediction[M]: An adjacent ally heals wound damage equal to 1d8 + your level (max +5). A creature can benefit 3x daily if it is your alignment, 2x daily if it is within 1 step, or once daily otherwise.

Chide[M]: One foe within 15 ft suffers 1d4 sonic damage per level (max 5d4) as you voice your god's judgment. Will resists for ½ damage. Costs 1 vitality.

Craft Minor Votive[C]: You place a priest ability or divine boon you know into a gem, symbol, or similar small item that can deliver a single-use effect. The cost and time equal 50 gp and 1 hour for a basic ability or 300 gp and 2 hours for an intermediate ability. You pay any vitality cost when imbuing the item. Any time later, you or a follower of your deity may expend the ability by holding the item and uttering a prayer to your deity as a standard action, after which the item turns to dust and is gone.

Divine Favor[M]: Apply a +1 bonus on attack rolls and +2 damage when you use your deity's favored weapon. Also, the weapon counts as magical when wielded by you. Requires God's Auspice.

Evangelist: You promote your deity. Apply a +3 bonus on Literacy and Religion checks. Also, you speak 1 supernatural language of your choice (Abyssal, Celestial, Infernal or Sylvan).

Healer[M]: An adjacent ally heals 1d4 wounds. Costs 1 vitality.

Message[M]: You whisper a message that is clearly audible to 1 target within 90 ft. You only need line of effect, not line of sight.

Pious Guidance[M]: You silently commune with your deity as a swift action to gain insight and resolve. The chance you receive a benefit equals 30% + 2% per level. Success grants you a +5 bonus on your next skill check. Failure grants a +2 bonus. Requires God's Auspice. Costs 1 vitality.

Pious Vestment[M]: You pray over a sash or robe. It grants you +2 DR for 1 hour, or +4 DR if you are not wearing armor. You can benefit from 1 vestment at a time.

Prayer[M]: For 5 minutes, you and allies within 50 ft enjoy a +1 bonus on d20 rolls as you invoke your deity's protection. Similarly, foes suffer a -1 penalty on d20 rolls. Costs 1 vitality.

Religious Study: Apply a +3 bonus on Heal, Literacy, and Religion checks.

Resist Energy[M]: For 5 minutes, you or a touched ally enjoy +10 DR against 1 energy type, or +2 DR versus all energy types. Costs 1 vitality.

Rest Assured[M]: After a 1-minute ritual, you or an adjacent person who worships your deity gains an invisible seal such that the subject's soul proceeds at death to your deity's realm without fail.

Scribe Scroll[C]: You place a magic ability that you or an adjacent ally know into a scroll or similar single-use media that a character with this ability or with Religious Study can use. The cost and time equal 25 gp and 1 hour for a basic ability; or 150 gp and 2 hours, 325 gp and 4 hours, or 750 gp and 8 hours for an intermediate, advanced or paragon ability, respectively.

Spiritual Focus[M]: You conjure a handheld symbol of your deity. While holding it, you enjoy a +3 bonus on checks with 1 Charisma-based skill that you select when activating this ability. You are limited to 1 symbol at a time. It counts as a divine symbol for using your class magic abilities. It vanishes if it leaves your hands.

Sustenance[M]: You do not need to eat or drink (unless you wish to) and enjoy a +5 bonus to resist ingested poisons and sleep magic.

Travelling Priest: Boost Athletics, Diplomacy, Endurance, History, and Survival checks by +2.

War Priest: You are proficient with Medium armors and shields as well as all clubs, hammers, and subdual weapons.

Intermediate Tier

Priests select from the following intermediate abilities.

Augury[M]: You ask your deity for insight regarding an immediate choice you face such as whether to open a chest or enter a room. You receive an answer of weal (good fortune), woe (bad fortune), or unclear (mixed fortune). The chance you receive an answer equals 70% + 1% per level. The answer is based on the likely outcome within the next 10 minutes. Costs 2 vitality.

Channel of Piety[M]: You inscribe in the air your deity's symbol, thereby opening a channel to it. On your next turn, you can and must activate any 1 of the deity's basic boons. Requires God's Auspice. You must be a priest to use this ability. Costs 5 vitality.

Chasten[M]: This improves Chide to target all foes within a 15-ft cone for 1d6 sonic damage per level (max 10d6). Costs 2 vitality.

Craft Major Votive[C]: You can place your deity's seal on a gem or similar small item. The seal links to any 1 basic priest ability or basic boon of your deity, even one you don't know. After keeping

the item for 24 hours, its owner can use that ability as long as he keeps the item and follows your deity. Crafting a votive takes 1 day and requires an item worth 1,000 gp. The market price equals 2x the craft cost. However, you can only charge fellow believers the craft cost. A particular creature can benefit from a maximum of 3 votives at a time.

CURE AILMENT[M]: You remove an ailment from yourself or a touched ally. Ailments include blindness, confusion, deafness, disease, exhaustion, fatigue, infertility, insanity, nausea, poison, and taint. This ability does not remove curses such as lycanthropy. Costs 2 vitality.

DETECT ALIGNMENT[M]: You focus on 1 creature within 30 ft and learn its alignment if it fails to resist using Will. Otherwise, you only learn if its alignment is within 1 step of your own. Costs 2 vitality.

DIVINE POWER[M]: Once daily for 5 minutes you enjoy the power of your deity. You temporarily gain a +2 bonus on attack rolls and Will, deliver +5 damage per hit, and enjoy +5 vitality. The bonus vitality goes away when this ability ends. Requires God's Auspice.

DIVINE RAIMENT[M]: You evoke around you a stationary 10-ft-radius glowing circle. Nonperson creatures not within 1 step of your deity's alignment cannot pass or break the circle's perimeter as long as you concentrate as a standard action each round + an additional 1d4 rounds. Exiting the circle ends the effect. Costs 2 vitality.

FAITHFUL ADAPTATION[M]: You target yourself or an adjacent ally. The subject ignores features of your deity's home realm that hamper movement or the senses or cause hit point damage. This does not protect against creatures or special events, only continuous effects such as persistent heat. Lasts 4 hours + 1 hour per level. Costs 2 vitality.

GLYPH OF WARDING[M]: You conjure a glyph over a doorway or similar portal. Any creature that moves through the portal and does not worship your deity suffers 1d6 untyped damage per 2 levels. The glyph lasts 24 hours or until activated. Noticing the glyph is a DC 30 Perception check. You can maintain 1 glyph at a time. Costs 2 vitality.

GODLY VISAGE: Your body and mind permanently improve such that you look more like your deity and enjoy a +4 bonus on Endurance, Insight, Intimidate, and Nobility checks.

GODS LORE: You enjoy a +10 bonus on Religion checks.

HEROISM[M]: As a move action, you or a touched ally enjoy a +2 bonus on all d20 rolls for 5 minutes. Costs 2 vitality.

INTERCESSION[M]: Once daily you focus as a move action and select any 1 boon of your deity or 1 priest magic ability of a tier you can access except paragon tier. You can and must immediately use the ability or you lose it, expending time as usual to do so. Using the selected ability costs no vitality but inflicts 1 wound damage. You must be a priest to use this ability.

KNOW DEITY: If you beat an adjacent person's Will, you learn which deity he worships. Costs 2 vitality.

MASS HEALER[M]: Up to 5 allies within 30 ft heal 1d4+1 wound points. Costs 2 vitality.

MENTAL BARRIER: Permanently boost your Will by +5.

REBUKE[M]: Your verbal rebuke stuns a sentient foe within 30 ft for 1 round if you beat its Will. Costs 2 vitality.

RESIST MAGIC: Boost saves by +2 to resist magic abilities.

SERMON[M]: All persons within 90 ft and line of hearing must resist using Will or halt their activities and listen to you for 10 minutes. Any attack roll in the area ends the effect. Costs 2 vitality.

Advanced Tier

Priests select from the following advanced abilities.

CHANNEL OF DEVOTION: As Channel of Piety, but you access any 1 intermediate boon instead. Costs 10 vitality.

CHASTISE: This improves Chasten to inflict up to 20d6 to all foes in a 30-ft cone or 15-ft-radius sphere around you. Costs 5 vitality.

DEITY'S INSIGHT[M]: Once daily, during a 1-hour ritual, you receive a response (yes/no/maybe/irrelevant) from your deity regarding up to 3 questions phrased in 10 words or less. Costs 3 vitality per question.

DIVINE AUSPICE[M]: This improves Divine Favor to grant a +2 bonus on attack rolls and +5 damage using your deity's weapon.

DIVINE FOCUS: Your godly devotion rescues you in times of need. Once daily as a move action, you gain 4d6 vitality points that you must use before the end of your next turn or lose them.

GREAT RAIMENT: This improves Divine Raiment such that you evoke a 15-ft diameter circle that moves with you. Costs 5 vitality.

GREATER PRAYER[M]: This improves Prayer, such that the bonus is +3 for you and allies and -3 for enemies. Costs 5 vitality.

HEALING BLAST[M]: Up to 10 allies within 60 ft heal 3d6 wound points plus 3 vitality points. Costs 5 vitality.

MASS FAITHFUL ADAPTATION[M]: This improves Faithful Adaptation to benefit up to 8 allies that remains within 120 ft of you. Those moving further away suffer effects as usual. Costs 5 vitality.

MASS RESIST ENERGY: This improves Resist Energy to protect all allies within 60 ft. Costs 5 vitality.

MINOR MIRACLE[M]: This works like Miracle (below) except you are limited to aiding 1 ally, inflicting 1d6 damage per level, or duplicating any 2 basic or 1 intermediate class ability or deity boon. Also, success only causes fatigue rather than exhaustion.

PIOUS SAGE: Apply a +10 bonus on Literacy and Religion checks. Requires Religious Study.

REALM'S PASSAGE[M]: You and up to 250 pounds of gear move to your deity's home realm. This otherwise works like Realm Shift (below). Costs 5 vitality.

REPLENISHING PRAYER: Once daily, you spend 1 hour in deep prayer, after which you recover to full vitality. Adjacent allies within 1 step of your alignment or your deity's alignment who join you for the full hour each recover 1d6+1 vitality.

REWARDS OF FAITH: Each day, you can select and use for 24 hours 2 basic priest magic abilities and 1 intermediate priest magic ability of your choice in addition to abilities normally available to you. Requires Prayer Book and Wisdom 15+.

SUMMON AVENGERS[M]: You perform a 1-minute ritual to summon deceased devotees of your deity. Your summon a holy avenger (if good), vile avenger (if evil), supron ergo (if lawful), and/or kistune (if chaotic). All creatures are level 5. You summon 1 per 5 levels (round down). The creatures act as trusted allies and never violate your deity's wishes. They serve you for 1 hour and then vanish. Costs 10 vitality.

Paragon Tier

Priests select from the following paragon abilities.

CRAFT RELIC[C]: You can craft a divine item from the bones or garments of a creature or person of level 6+ that worshiped your deity. Once daily, the item can produce any 1 paragon boon, any 4 basic boons, or any 1 advanced and 2 intermediate boons of your deity. The choice of boons is decided when the item is crafted. Only a person who worships your deity can use the relic. All others suffer 1d4 vitality damage per round while touching it and cannot activate it. The relic costs 25,000 gp and takes 25 days to make.

DIVINE PUNISHMENT[M]: All foes within a 250-ft-radius sphere and line of effect suffer 4d6 sonic damage. Costs 20 vitality.

MASS HEROISM[M]: This improves Heroism to affect up to 1 ally per level within 120 ft. Does not stack with Greater Heroism. Costs 10 vitality.

MIRACLE[M]: Once daily, you pray for extraordinary aid. Your deity can move a party to safety, cure a party from all injury and ailments, restore a party to life and 1 hit point, banish a creature or devastate it with 20d6 untyped damage, replicate the effect of any class ability or boon of your deity, or so forth. A miracle cannot change a creature's alignment or have it make choices against its will. The chance your prayer is answered equals 70% + 1% per level. You are left exhausted if the miracle is fulfilled.

REALM'S TRAVEL[M]: You and up to 5 allies or 1,000 pounds of gear move to your deity's home realm. You must have a specific destination in mind, and you must succeed on a Religion check to arrive there. The DC for the location equals 5 if familiar, 10 if visited, 20 if described, or 30 if known in name only. A failed check means you arrive 1d6 miles away from your desired destination, possibly in a dangerous locale. You are always shunted from solid material to the nearest open space. You may reverse the trip to return home with no vitality cost after 24 hours. Costs 10 vitality + 2 vitality for each ally or 250 pounds of gear to a maximum of 20 vitality.

Samurai

A samurai warrior relies on a spiritual heritage to overcome foes.

Background & Adventures

Samurai are disciplined warriors who specialize in the rapid, deadly use of prized masterwork weapons that they typically inherit—literally and spiritually—from an ancestor, mentor or order.

A samurai focuses on specific weapon styles, namely 2-weapon fighting with the bastard sword and short sword, and also the bow—notably while riding—plus axes and polearms. He wields what fits the situation with incredible swiftness and vorpal efficiency.

Due to their inheritance, samurai tend to hew to an order or serve under a patron. They prize loyalty and will fight honorably, even unto death. A few samurai follow their own code, sell their services, act as lone wolves, or follow a supernatural inner voice.

Samurai often work with other warriors, particularly fighters, monks, and paladins. They grant shamans leeway for their supernatural link and respect anyone—even foes—who act honorably.

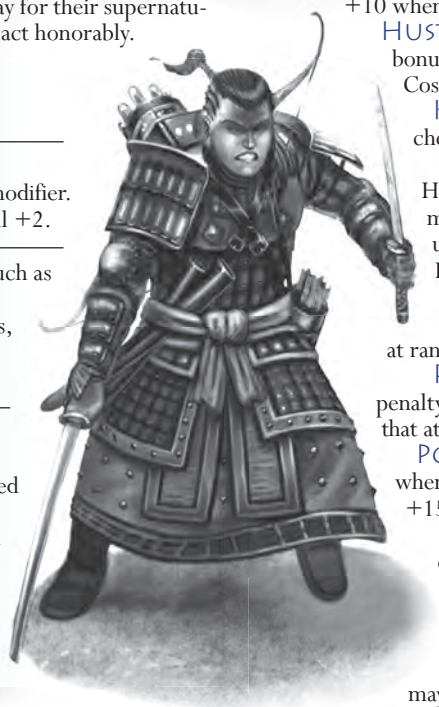
Class Details

Samurai have the following statistics.

Prime Attribute: Strength.
Attack: d20 + ½ class level + Strength modifier.
Defenses: Fortitude +2, Reflex +2, Will +2.

Armor: All Light and Medium armors such as lamellar, and the buckler shield.
Weapons: Unarmed strike plus all bows, light blades, heavy blades, axes, and polearms.
Starting Gold: 5d6 x 10 (150 gp).

Alignment: Any (but see below).
Special: You must identify with an order. The order's name, cause, and details are decided by you and the GM. You must be nonchaotic and support the order's cause. Otherwise, you are "outcast" and cannot advance levels until you submit to a 10-minute scarring punishment and pay 50 gp per level to your order.
Training: 2d4 years.



Core Abilities

Samurai start with the following abilities at 1st level.

Ancestral Weapon[M]: You start with a masterwork melee weapon of your choice such as a bastard sword. The weapon is inscribed with your name and decorated with motifs of your ancestors or order. Replacing the weapon costs 325 gp and requires a 10-minute ritual to activate. Once activated, in your hands only, the weapon counts as magical, grants +2 on attack rolls and +3 damage (these include masterwork bonuses), and functions as 1 grade lighter for the purpose of using Two-Weapon Fighting (but doesn't stack with Oversized Weapon).

Samurai Skills: You enjoy a +2 bonus on Athletics, Endurance, Nobility, Perception, and Warcraft checks.

Two-Weapon Fighting: When armed with 2 Light melee weapons, or 1 Medium weapon and 1 Light weapon, you may make 2 melee attacks as a standard action, each with a -2 penalty to your attack roll. If you have the Sneak Attack ability, apply it to both weapons. Requires Strength 15+.

Basic Tier

Samurai select from the following basic abilities.

Action Ready: Boost Athletics and Perception checks by +5.
Aggressive: Boost Athletics and Intimidate checks by +5.
Blind-Fight: You suffer no penalty when resolving melee attacks against creatures concealed by invisibility or darkness. You must still target the correct space when attacking.
Calisthenics: Once daily after a 5-minute routine, you gain 1d4+1 vitality. This may exceed your normal maximum vitality.
Challenge: Up to 3x daily, you may mark 1 foe within line of sight. When you successfully strike that foe, apply +5 damage. Also, allies with 15 ft enjoy a +2 bonus on saves to resist that foe's attacks.
Charge: As a swift action, apply +5 damage to your next melee weapon attack roll. You must move at least 10 ft in a straight line just prior to using this ability.
Disarm: You target 1 of your foe's weapons with your own weapon. If you beat its Reflex, your foe drops the targeted weapon. The weapon lands in an adjacent square.
First Aid: Apply a +5 bonus on Heal checks, or +10 to stop bleeding. Normally, a DC 15 Heal check stabilizes a bleeding character.
Focus: As an immediate action, you are not dazed. Costs 2 vitality.
Focused Strike: Once daily as a move action, boost your next attack roll that round by +10. Requires Samurai Skills.
Horseman: Boost Handle Animal checks by +5, or by +10 when dealing with horses.
Hustle: As a swift action up to 1/round, you gain a bonus move action. Requires Samurai Skills and Zen. Costs 1 vitality.
Keen Senses: Boost Insight and Perception checks by +5.
Mounted Combat: Apply a +5 bonus on Handle Animal checks. Up to once per round while mounted you can negate an attack against you by using your mount as a block on a successful DC 15 Handle Animal check. The mount takes no damage.
Point Blank Shot: Apply a +1 bonus on attack rolls and +2 damage with ranged weapons at ranges of up to 30 ft.
Power Attack: As a swift action, apply a -2 penalty to your next attack roll but add +5 damage to that attack's damage if you hit.
Powerful Blow: Once daily as a swift action, when you hit a target with your melee weapon, apply +15 damage. Costs 5 vitality.
Quick Draw: You can draw a weapon, even a concealed one, as a swift action. Normally, drawing a weapon is a move action.
Quick Start: Boost your initiative checks by +2. Requires Keen Senses.
Rapid Shot: Instead of a single attack, you may make 2 ranged attacks with the same weapon in rapid succession as a standard action, each attack with a -2 penalty to your attack roll. You may aim at the same target or 2 different targets. Cannot be used with firearms.
Resolute: Once daily, you may apply a +10 bonus to 1 defensive roll (Fortitude, Reflex or Will) as an immediate action.
Resolve: As a swift action, you ignore the bleeding, fatigued, shaken or sickened condition for 1 round. Useable 5x daily.
Respect: Boost Intimidate and Nobility checks by +5.
Spirit Guide[M]: You silently commune with your ancestral spirit as a swift action to gain insight and resolve. The chance you receive a benefit equals 30% + 2% per level. Success grants you a +5 bonus on your next skill check. Failure grants a +2 bonus. Requires Ancestral Weapon. Costs 1 vitality.
Spirited Charge: When mounted, apply +5 damage with a melee weapon. You must move at least 10 ft just prior to using this ability. Requires Mounted Combat.
Unshakable Honor: No magical effect can alter your alignment or the alignment of a lawful adjacent ally.
War Training: You have practical knowledge of warfare. Boost Warcraft checks by +5, or by +10 once daily.
Weapon Focus: When you take this ability, select a melee weapon such as the bastard sword. Apply a +1 bonus on attack rolls and +2 damage when using that weapon.
Zen: You practice a spiritual philosophy that aligns your body and mind. Boost Endurance, Insight, and Religion checks by +3.

Intermediate Tier

Samurai select from the following intermediate abilities.

All You Need is Kill: An adjacent foe suffers 2d6 damage from your melee weapon, or is slain outright if it is level 2 or lower.

Ancestral Augury[M]: You gain insight regarding an immediate choice you face such as whether to open a chest or enter a room. You receive an answer of weal (good fortune), woe (bad fortune), or unclear (mixed fortune). The chance that you receive an answer equals 70% + 1% per level. The answer is based on the likely outcome within the next 10 minutes. Costs 2 vitality.

Ancestral Blessing[M]: Boost Fortitude, Reflex, and Will saves by +2. Requires Ancestral Weapon, Samurai Skills, and Zen.

Armor Specialization: Whatever armor you wear provides +2 DR above normal. The boost only works for you.

Bow Ace: You suffer no attack penalty using Rapid Shot.

Bow Focus: This improves Point Blank Shot, such that you apply a +2 bonus on attack rolls and +5 damage.

Craft Magic Armaments[C]: You enjoy a +5 bonus on Warcraft checks, or +10 when crafting armor or weapons. Also, you can craft magic armor and weapons as if you possessed the Craft Magic Item ability. See RPG pages 190-195 for rules and examples of magic weapons and armor. Requires Ancestral Weapon.

Fearless: You ignore fear effects. You cannot be shaken, frightened or panicked.

Improved Critical: Select 1 weapon group. When using weapons from that group, your threat range improves from just 20 to 19-20, or from just 19-20 to 18-20. Requires Rapid Attack.

Improved Initiative: You react quickly to attack. Apply a +5 bonus on initiative checks or +2 when overloaded.

Lasting Vigor: Boost your maximum vitality by +5 points.

Opportune Pole-Reach: When using a polearm, as an immediate action, you may make a single melee attack against a foe within reach that attempts to move from its space. Requires Zen.

Martial Arts: An adjacent foe suffers 1d6 damage (or 1d4 if you are Small) if you beat its Reflex. The target is also dazed for 1 round if you expend a swift action and 1 vitality and beat its Fortitude. Counts as Unarmed Strike and Dazing Fist.

Precise Shot: You shoot or throw ranged weapons at a target engaged in melee without taking the standard –5 penalty on your attack roll. Requires Point Blank Shot.

Ride-By Attack: While mounted and moving, you may split your mount's movement and apply it before and after you attack. The total distance moved cannot exceed your mount's speed. Requires Mounted Combat.

Ronin: You ignore this class's special requirements.

Sacrificial Strike: As an immediate action when armed, you forfeit resisting a melee attack directed at you by an adjacent foe. That is, you are struck. In exchange, your foe must immediately attempt to resist using Reflex or suffer 4d6 damage from your weapon. Do not add any other bonus or effect to the damage.

Second Wind: Once daily after 1 minute of rest you recover 4d6 vitality. Requires Resolve.

See Invisibility[M]: As a standard action, you clearly notice for 1 round any invisible or incorporeal creatures within 30 ft.

Spirit Eye: This improves Resolute for +2 daily uses. You must be a samurai with Wisdom 12+.

Spirit Skean[M] As a swift action, your next successful melee weapon attack that round prevents the target from expending vitality for 1 round. Limit once per foe per encounter. Costs 2 vitality.

Sunder: You target a foe's weapon within reach of your melee weapon. If you beat the foe's Reflex, and your damage exceeds the targeted weapon's weight in pounds, it breaks. Your foe suffers no harm. Metal parts are DR 10. Wooden parts are DR 5. You can't sunder magic weapons. Requires Power Attack. Costs 2 vitality.

Trip Pole-Reach: As a swift action, the target of your next attack with a polearm must resist using Fortitude or fall prone.

Two Becomes One: This improves Weapon Focus, such that when you wield 2 weapons—even if they differ—both weapons benefit from Weapon Focus and any abilities you know that require Weapon Focus. Requires Two-Weapon Fighting.

Two-Weapon Ace: This improves Two-Weapon Fighting such that you suffer no penalty on attack rolls.

Warlord: As a move action, you direct allies to act with tactical coherence. All allies within hearing range or line of sight out to a distance of 60 ft enjoy a +2 bonus on attack and damage rolls until the start of your next turn. Costs 2 vitality.

Weapon Specialization: This improves Weapon Focus, such that you apply a +2 bonus on attack rolls and +5 damage when using the weapon.

Wounding Strike: As a swift action, your next weapon attack that round delivers 1d2 wound damage in addition to any other damage dealt. Requires Samurai Skills. Costs 2 vitality.

Advanced Tier

Samurai select from the following advanced abilities.

Ancestral Pact[M]: Once daily after a 10-minute ritual, you call into yourself a ghostly ancestral warrior spirit to empower you. While bound, you enjoy a +2 bonus on History and Warcraft checks and know for 24 hours any 2 basic or 1 intermediate samurai or shaman ability of your choice. The binding lasts 24 hours or until you fail to resist the Exorcism ability. Requires Spirit Guide and Wisdom 12+.

Art of War: Apply a +4 bonus on Bluff, Diplomacy, Insight, Nobility, and Warcraft checks. Requires Warlord.

Bow Specialization: This ability improves Bow Focus, such that you apply a +3 bonus on attack rolls and +10 damage.

First Move: This enhances Improved Initiative such that you apply a +10 bonus on initiative checks, or +5 when overloaded.

Great Resolve: This improves Resolve to let you ignore the exhausted, nauseated, frightened, and paralyzed conditions for 1 round. Each use subtracts from your usual 5x daily uses.

Killing Strike: As a move action, the next foe struck by your Ancestral Weapon that round must resist using Will or be reduced to -1 wounds and begins dying. Even if it successfully resists, it suffers the weapon's normal damage. Requires Fearless. Costs 5 vitality.

Perfect Counter: This improves Resolute for +2 daily uses. Also, when you resist a foe's attack due to using Resolute, you gain a free melee weapon attack against the foe as an immediate action.

Stormtrooper: On the first round of combat, you gain a bonus move or standard action to use a nonmagical ability.

Swift Vitality: Once daily as a swift action you regain 4d6 vitality. Requires Second Wind.

Vorpal Victory[M]: As a swift action when your slashing weapon reduces a foe to below 0 vitality, the foe must resist using Fortitude or lose its head (or 1 head) and instantly die. This ability does not affect creatures without heads and does not instantly slay multi-headed targets. Requires Ancestral Weapon. Costs 5 vitality.

Warlord General: When you use the Warlord ability as a standard action, all allies who can see or hear you gain a bonus move action usable on their next turn. Costs 5 vitality.

Wounding Weapon: As a swift action, your next successful attack that round deals +1d6 wound damage. Costs 5 vitality.

Your Only Aide is Death: This improves All You Need is Kill, such that an adjacent foe suffers 5d6 damage from your melee weapon, or is slain outright if it is level 6 or lower.

Paragon Tier

Samurai select from the following paragon abilities.

Bow Mastery: This ability improves Bow Specialization, such that you apply a +5 bonus on attack rolls and +15 damage.

Deep Impact: As a move action, you ignore your foe's DR when resolving your next melee attack. Costs 5 vitality.

Many Shot: This improves Rapid Shot, such that you may make up to 3 ranged attacks with the same weapon in rapid succession, each with a -2 penalty to your attack roll.

Triple Legacy: When using Two-Weapon Fighting, you may apply benefits of Rapid Attack to 1 of your weapons as a move action.

Weapon Mastery: This improves Weapon Specialization, such that you apply a +5 bonus on attack rolls and +15 damage when using the weapon.

Savant

A savant is a cerebral master of all things electrotech.

Background & Adventures

Savants are supernaturally gifted with electrotech and its elements, including electricity and metal. They grasp machines in both a rational and intuitive way that allows them to blend technics with magic.

Most savants are self-controlled and highly focused. They are at home with circuits and formulas, both magical and mundane. Some explore the arts, healing or music. A few tap into their dark, primal nature. They spark when annoyed, and may blast on a whim.

A savant can use and repair machines, of course. But he can also learn to control them from a distance, disrupt or mend electrical fields of living creatures, maybe restoring them to life, bend metal to his will, and even repurpose a machine for a new function.

Savants are at home in settings where electrotech is common, though they are useful almost anywhere. They can be prideful about their intelligence.



Class Details

Savants have the following statistics.

Prime Attribute: Intelligence.
Attack: d20 + ½ class level + Intelligence modifier.
Defenses: Fortitude +2, Will +2.

Armor: Any Light armor such as leather or chain shirt.
Weapons: Light blades and firearms.
Starting Gold: 5d4 x 10 (125 gp).

Alignment: Any.
Special: Due to your mental focus, you cannot multiclass to or from this class. Also, abilities marked with a [C] require the use of an electrotech lab that costs 250 gp and weighs 40 pounds. You can also rent such a lab for 5 gp per day.
Training: 3d4 years.

Core Abilities

Savants start with the following abilities at 1st level.

Electrotech: You study invisible mundane forces of nature (called immateria) such as electrics, kinetics, nucleonics, optics, and sonics. You can make checks using the Technics skill (RPG, page 177) and enjoy a +2 bonus on Mechanics and Technics checks.

If you already have this ability, apply an additional +5 bonus on Mechanics and Technics checks.

Jolt[M]: One foe within 15 ft suffers 1d4 electrical damage per level (max 5d4). Also, if you spend 1 vitality, it is dazed for 1 round unless Fortitude resists. Boost your attack by +5 against metal-clad foes.

Specialty: Apply a +5 bonus on 2 of the following skills: Appraise, Arcana, Craft, Dungeoneering, Heal, History, Literacy, Music, Nature, Pilot or Warcraft.

Basic Tier

Savants select from the following basic abilities.

Biotronics[M]: Once daily as a swift action, you draw upon a touched or worn battery to pay the vitality cost of the next ability that you use that round. You can draw a maximum of 2 energy points, each of which grants you 3 vitality. Requires Electrotech.

Crackling Saber[M]: You conjure a crackling luminous blade that functions in all ways as a real rapier and also delivers +3 lightning damage. It vanishes if it leaves your hands. Costs 1 vitality to conjure the blade.

Detect Electrotech[M]: You learn whether electrotech devices are present within a 30-ft cone. Requires Electrotech.

Light[M]: You conjure light on an unattended object that you touch. The light produces strong illumination in a 15-ft radius burst and weak illumination outward an additional 30 ft. You can use and dismiss this ability at will but you can maintain only 1 light at a time.

Mechanic: Boost Mechanics checks by +5, or by +10 once daily.

Mending[M]: Your touch repairs minor breaks and tears in an unattended mundane adjacent object up to 5 pounds in weight or 2 square ft in size, whichever is greater. This does not affect creatures.

Mentech's Hand[M]: You mentally move a single metallic unattended object within 30 ft weighing up to 25 pounds. You can move the object up to 30 ft in any direction. The item's composition must be at least ¼ metal to move it. Costs 1 vitality.

Metalskin[M]: Your skin acquires a thin, hard mithral film that provides +2 DR for 5 minutes. This stacks with worn armor but not Earthskin. You can dispel but not remove the film. Costs 1 vitality.

Piloting: Boost Pilot checks by +5, or by +10 once daily.

Resist Energy[M]: For 5 minutes, you or a touched ally enjoy +10 DR against 1 energy type, or +2 DR versus all energy types. Costs 1 vitality.

Scatter Spray[M]: You conjure a myriad of sharp baubles that fly from your hand to slice and bruise creatures in a 15-ft cone. Affected creatures suffer 1d4 damage per 2 levels (max 5d4), or ½ damage when Reflex resists. Costs 1 vitality.

Side-Studies: Apply a +3 bonus on checks using Literacy and any 2 other skills selected by you when first taking this ability.

Spike Finger[M]: An adjacent foe suffers 1d6 damage per level (max 5d6) as your forefinger briefly transforms into a piercing melee weapon. Reflex resists for ½ damage. Costs 1 vitality.

Technics Expertise: Boost your Technics checks by +5, or by +10 once per day. Requires Electrotech.

Virtual Hands[M]: You can operate an adjacent machine without directly touching its controls, such as tuning a radio just by looking at it, and suffer no penalty. Requires line of sight and the controls must be functional. Requires Electrotech plus Mentech's Hand or Far Switch.

Intermediate Tier

Savants select from the following intermediate abilities.

Academic: You are broadly educated. Boost Arcana, History, Nature, Nobility, and Religion checks by +3.

Craft Electrotech[C]: You can craft electrotech devices, including those described in Chapter 9 (RPG, pages 176-189). The cost includes the battery, if any, and all other materials. In general, cost and price are equivalent to magic items of a similar tier. A basic tier effect averages 1,000 gp in cost. Intermediate, advanced, and paragon tier effects cost 2,500 gp, 10,000 gp, and 25,000 gp, respectively. A few simple items are notably cheaper. Costs stack for multiple abilities. Market price equals 2x the cost. The Technics DC equals 5 + an additional 5 points per tier. Add +10 to the DC for nucleonic items. The craft time equals 1 day per 1,000 gp cost, or 4 hours for items under 400 gp. If you fail a skill check, you must spend 2x the craft time and try the checks again.

Disable Electrotech[M]: You suppress an adjacent unattended electrotech device's functionality for 1d4 rounds or for up to 5 minutes so long as you concentrate as a standard action each round. A suppressed device's battery is not drained. This ability can disable adjacent electrotech traps. Requires Electrotech. Costs 2 vitality.

Electrocute[M]: One creature within 30 ft suffers 1 wound damage and is stunned for 1d3 rounds. Fortitude resists. Costs 2 vitality.

Electrotize[M]: You target 1 metal-clad foe or metal item weighing up to 50 pounds within 30 ft. For 5 minutes, the metal sparks with dangerous, painful arcs of electricity. Creatures suffer 1d6 electrical damage (ignore DR) on any round they wear or touch the metal. Removing armor takes 1 minute. Costs 2 vitality.

Far Switch[M]: You activate or deactivate an electrotech device within 30 ft weighing up to 2 tons. You might shut a street light or stall a

vehicle. The device is unharmed by this act. You do not need line of sight to the device's control switch. If the device is attended or in motion, the chance of success is only 50% + 2% per level. Costs 2 vitality.

HARDEN[M]: You boost DR by +5 for 2 minutes for an adjacent nonliving object such as a suit of armor weighing up to 250 pounds or a 5-ft square of a hull, wall or other surface. Costs 2 vitality.

LEVITATE METAL[M]: This improves Mentech's Hand so that you mentally move 1 metallic or metal-clad target weighing up to 1 ton a distance of 90 ft up or down. You can move the target out to a distance of 180 ft from you. The target's composition must be at least ¼ metal to move it. Unwilling targets may resist using Will. Costs 2 vitality.

LIGHTNING BOLTS[M]: You inflict 1d6 electrical damage per level (max 10d6) to all creatures in either a 15-ft cone or along a 60-ft line, as you desire. Apply ½ damage if Reflex resists. Targets that don't resist are also dazed for 1 round. Costs 2 vitality.

LIGHTNING SABER: This improves Crackling Saber such that it now inflicts +3d4 electrical damage (rather than +3).

MAGNETIZE[M]: One target within 30 ft attracts nearby unattended metal objects. The environment is either sparse, average or rich in such objects. The objects must be loose, including nails, and not continuous metal pieces. An affected target suffers 1d4 damage in sparse environments, or 3d6 damage or 5d8 damage in average or rich environments, respectively. Moreover, if the target fails to resist using Fortitude, modify its speed for 2 minutes by -5 ft per damage die dealt (minimum 0 ft speed). Costs 2 vitality.

MENTAL BARRIER: Permanently boost your Will by +5.

MERCURY BREATH[M]: One living creature within 15 ft suffers 1d4 wound damage. Reflex resists. Costs 2 vitality.

NERVE PINCH: An adjacent person suffers 2d6 damage from your touch, or falls asleep for 1 hour if it is level 2 or lower.

RECHARGE DEVICE[M]: As a swift action, you skillfully emit electrical energy to charge an electrotech device within 15 ft. Each day, you may charge up to 2 energy points per level. You may apply the points all at once or gradually over the day. You cannot target creatures with this ability. Each use costs 1 vitality.

REPOLARIZE: Once daily after 1 minute of tinkering with the body's electric system, you or a touched adjacent ally recover 4d6 vitality. Requires Biotronics.

SHAPE METAL[M]: After 1 minute of concentration, you mold adjacent unattended metal into a new shape. You affect up to 1 cubic ft per level. You can form a metal armor suit into a door, warp a metal sword to uselessness, open a hole in a metal hull, or so forth. You cannot alter the type of metal or its DR. Shaping an electrotech device may damage or destroy it as the GM decides. Costs 2 vitality.

STEEL SKIN[M]: You enjoy +3 DR for 1 hour as your skin acquires a hard, metallic sheen. Stacks with Metalskin. Costs 2 vitality.

SUMMON FAMILIAR[M]: You gain an ergo, mechanite or shock lizard as a companion. Its level equals ½ your level. If you lose it, you may acquire another after 1 month and a 25 gp cost.

SURGING STRIKE[M]: As a move action, apply +2d6 electrical damage (or, if you wish, 1d2 electrical wound damage) to your next melee or ranged weapon attack that round. Apply a +5 attack bonus against metal-clad foes. Costs 2 vitality.

TUNING LOCK[M]: You tune an electrotech device such that it only works for you. Your swift touch ends the lock. Costs 2 vitality.

VIRTUAL CONTROLS: This improves Virtual Hands to operate an adjacent machine even if its controls are broken, absent or otherwise inoperable (but not by Tuning Lock). Costs 2 vitality.

Advanced Tier

Savants select from the following advanced abilities.

BLADE BARRIER[M]: You evoke around you or a point within 30 ft a stationary 15-ft-radius ring or 90-ft-long wall of slashing blades for 5 minutes. Creatures that start within or pass through the ring suffer 1d6 damage per level or ½ damage if Reflex resists. Costs 5 vitality.

BOLT'S IMMUNITY[M]: You ignore electrical damage.

CANNIBALIZE PARTS: After 1 minute or work, you extract useful parts from an adjacent touched electrotech item. The recovered gp value of the parts equals 50% of the item's creation cost if it was functional or 25% if it was broken. Requires Technics Expertise.

CONJURE ELECTROTECH[M]: An electrotech item of your choice with a market price up to 1,000 gp appears in your hand or adjacent to you (as you like). It is fully charged but off. It lasts 2 minutes, then vanishes. Only you can operate it. The chance of success equals 70% + 1% per level. Requires Electrotech. Costs 5 vitality.

DEATH PINCH: This improves Nerve Pinch to inflict 2d4 wound damage or slay a creature of level 2 or level.

GREAT FAR SWITCH: This improves Far Switch to affect up to 5 machines at once, 1 machine out to 120 ft, or 1 machine weighing up to 10 tons. Costs 5 vitality.

HYPER-FOCUS: As a move action, you ignore all attacks that round that cause fear or allow Will to resist. Costs 5 vitality.

LIGHTNING BLAST[M]: You inflict 1d6 electrical damage per level to all creatures in a 60-ft cone. Reflex resists for ½ damage. Costs 5 vitality.

MASS ELECTROTIZE: This improves Electrotize to affect any or all foes within 30 ft. Costs 5 vitality.

MASTER SAVANT: You enjoy an additional +10 bonus on checks using the 2 skills you selected under Specialty.

MENTECH: You can use the Mechanics and Technics skills in combat or while otherwise distracted without suffering a penalty.

MERCURY CLOUD[M]: This improves Mercury Breath to target all creatures within a 15 ft cone for 2d4 wound damage. Costs 5 vitality.

QUICK SKILL: You can use 1 of the 2 skills you selected under Specialty as a move action without penalty. You may take this ability a second time to improve the second skill.

REVIVING JOLT[M]: You restore to life an adjacent creature that has died within the past 3 rounds. The creature returns with 1 wound point. Ailments at its time of death remain. Requires you know Biotronics, Jolt or Shocking Grasp. Costs 5 vitality.

RUSTING GRASP[M]: You target an exposed metal item of an adjacent foe. If Reflex fails, the item rusts and is destroyed. Magic items enjoy a +5 bonus to resist. You may target a construct for wound damage equal to 1d4 + 1 point per level. Reflex negates. Costs 5 vitality.

TECHNICAL GENIUS: You have deeply studied science. Boost Craft, Heal, Literacy, Mechanics, and Pilot checks by +4.

WALL OF STEEL: You conjure a 3-inch-thick metal slab that is 5 ft x 20 ft or 10 ft x 10 ft. The slab appears within 30 ft of you in any spot where it can anchor (meld) on at least 1 side into existing voluminous metal, such as a hull but not a personal object such as an armor suit or sword. The wall has DR 15 and 150 hit points per 5-square-ft area. It lasts 5 minutes. Costs 5 vitality.

Paragon Tier

Savants select from the following paragon abilities.

IMPROVISE ELECTOTECH[C]: After 1 minute of work, you briefly convert an adjacent touched electrotech device into a different electrotech device of your choice. The chance of success is 70% + 1% per level. The new device's lifespan depends on the relative cost. If the new device costs less than the original, it lasts 1 hour. If it costs the same, it lasts 5 minutes. If it costs more, it lasts 1 round. You are limited in cost to 2,000 gp per level in any event. When the lifespan ends, the device is ruined and nonfunctional. Costs 5 vitality.

MASTER ELECTRO-TECHNICIAN: When crafting an electrotech item, reduce by 25% the cost and time, or double a single factor (cost or time) but reduce the other by 50%.

MERCURIC FORM[M]: You become like flowing metal. For 5 minutes, you enjoy DR 15, darkvision, fast healing 5, and immunity to disease and poison. Also, you can pass through cracks and change shape as a standard action to enjoy a +20 bonus on Craft and Disguise checks to look and function as a mundane nonmobile metal mechanical (non-electrical) object such as a chest or door. Costs 25 vitality.

METAL MASTER: Using Shape Metal is now a standard action.

MINDBLANK[M]: For 5 minutes, you ignore all attacks that allow you to resist using Will or that affect the mind. Costs 5 vitality.

WONDROUS DEVICE: This improves Conjure Electrotech to summon a device with a market price up to 5,000 gp. Costs 10 vitality.

Summoner

A summoner conjures all sorts of creatures.

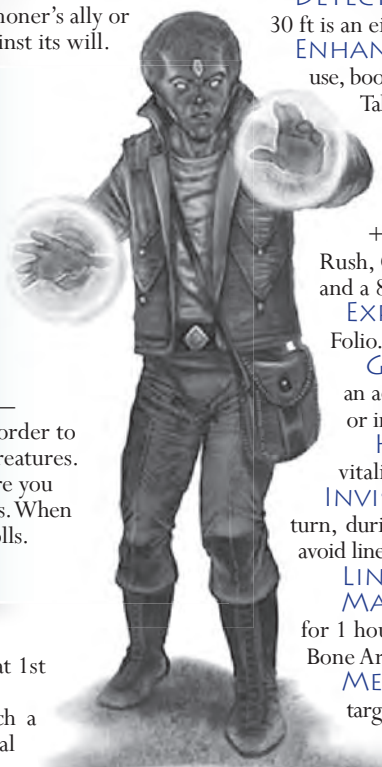
Background & Adventures

Summoners apply their charming personalities to magically luring in otherworldly creatures, using bribes, force, and guile to corral them to do their bidding.

Why dirty one's hands when a creature just right for a job can work for you? A smart summoner hides or turns invisible and levitates up for a lovely view while his temporary minions wreck havoc. For longer missions, a summoner can see through a creature's eyes and even cast spells through it, or bind it permanently to a task.

Summoners approach their craft in several ways. They can creatively sculpt eidolons from astral foam, build a folio of favorites to summon, and eventually reach out to grab and task any type of creature, though most specialize and tend to be somewhat lazy.

Summoners work with almost anyone. But who will work with them? It's not always clear who is a summoner's ally or foe, particularly when a monster is tasked against its will.



Class Details

Summoners have the following statistics.

PRIME ATTRIBUTE: Charisma.
ATTACK: d20 + ½ class level + Charisma modifier.
DEFENSES: Reflex +2, Will +2.

ARMOR: None.
WEAPONS: Crossbows, light blades, darts, spears, throwing axe, and handaxe.
STARTING GOLD: 3d4 x 10 (75 gp).

ALIGNMENT: Any. Many are neutral in order to interact effectively with the widest range of creatures.
SPECIAL: Abilities marked with an [M] require you have both hands free to weave intricate patterns. When you do not, apply a -2 penalty to your attack rolls.
TRAINING: 3d4 years.

Core Abilities

Summoners start with the following abilities at 1st level.

CREATURE FOLIO: You deeply research a number of specific non-person creatures equal to 3 + your level. You are limited to 3 creature types (dragon, undead, etc). You enjoy a +2 bonus on all d20 rolls involving these creatures and you can summon them using Summons Circle and other abilities.

MINOR EIDOLON[M]: You sculpt astral foam into a generic mutant or magical beast to act on your behalf for 2 minutes. It is Small or Medium with a humanoid, bestial or serpentine shape. It has 2 vitality points per level, 8 wound points, DR 2+½ per level, and a 30 ft land speed. It cannot speak but obeys commands in 1 language. It has a score of 10 in all attributes. Its defenses and attack rolls equal your own. It starts with no abilities or skill bonuses but can move, perceive, try skill checks based on physical attributes, and mime a level 0 person or animal on each round you expend a a standard action. It can appear clothed but not look like anyone specific. It can move up to 30 ft from you. An empathic links tells its hit points. Finally, you can direct it as a standard action to try a natural attack for damage equal to 1d6 + your Charisma modifier, or you can spend a move action to direct your next use of a magic ability through it, given line of sight to both it and its target (if any). It vanishes if it drops below 0 wound points. You are limited to 1 eidolon at at time. Costs 1 vitality.

SUMMONER SKILLS: Apply a +2 bonus on Arcana, Dungeoneering, Heal, Nature, and Stealth checks.

Basic Tier

Summoners select from the following basic abilities.

ARCANE TRAINING: Apply a +3 bonus on Arcana and Literacy checks. You can read magic scrolls. Also, you speak Draconic.

AUGMENT EIDOLON: When activating Minor Eidolon, you may apply any 1 of the following: +5 wound points, +4 DR, +10 ft land speed, a climb or swim speed equal to its un-augmented land speed, +2 on all defenses (Fortitude, Reflex, and Will), +5 on 1 defense, darkvision, low-light vision with a +5 bonus on Perception checks, a +5 bonus on Acrobatics and Stealth checks, a +5 bonus on Athletics and Intimidate checks, carries 500 pounds, has a different creature type, can melee attack 2x as a standard action with a -2 penalty on each attack, delivers +2d6 natural weapon damage, or can move +30 ft from you. An eidolon is limited to 1 benefit at a time but you can select a different benefit with each use. You can take this ability multiple times, each time applying 1 additional, different benefit. Costs +1 vitality per benefit.

DARK LORE: Boost Arcana and Dungeoneering checks by +5.

DETECT SUMMONS[M]: You learn if 1 target creature within 30 ft is an eidolon or summoned creature.

ENHANCE EIDOLON: This improves Minor Eidolon. With each use, boost the range to 120 ft or extend the duration to 10 minutes. Taking this ability a second time grants both benefits at once.

ENLARGE[M]: You or a touched ally grow 1 size category (max. size Large) for 5 minutes. A larger size doubles height, applies a -2 penalty to Reflex, a +2 bonus to damage rolls, a +5 bonus on Athletics checks, +3 wound points, +10 ft speed, a +5 bonus to resist Bull Rush, Grapple, and Trip attacks, a -5 penalty on Stealth checks, and a 8x weight increase. Costs 1 vitality.

EXPANDED FOLIO: Add 3 more entries to your Creature Folio. You can take this ability a maximum of 4x.

GHOST FANG[M]: For 5 minutes, all natural weapons of an adjacent creature such as bite and claws strike incorporeal or invisible creatures without a miss chance. Costs 1 vitality.

HEALER[M]: An adjacent ally heals 1d4 wounds. Costs 1 vitality.

INVISIBLE STEP[M]: You are invisible for the remainder of your turn, during which you enjoy a +10 bonus on Stealth checks and avoid line of sight. Any attack by you ends the effect. Costs 1 vitality.

LINGUIST: You are fluent in 3 languages of your choice.

MAGE ARMOR[M]: A shimmering field grants you +4 DR for 1 hour. Mage Armor does not stack with real worn armor or Bone Armor. Costs 1 vitality.

MESSAGE[M]: You whisper a message that is clearly audible to 1 target within 90 ft. You only need line of effect, not line of sight.

REDUCE[M]: You or a touched ally shrink 1 size category for 5 minutes. The smaller size halves height, grants a +2 bonus to Reflex, a -1 penalty to damage rolls, a -5 penalty on Athletics checks, a -3 penalty to maximum normal wound points, a +5 bonus on Stealth checks, -10 ft speed, and a 7/8ths weight reduction. Costs 1 vitality.

RESIST ENERGY[M]: For 5 minutes, you or a touched ally enjoy +10 DR against 1 energy type, or +2 DR versus all energy types. Costs 1 vitality.

SANCTUARY[M]: As a move action, the next foe that directly targets you before your next turn must resist using Will or not do so and take a different action. Your attacking ends the effect. Costs 1 vitality.

SENSE LINK[M]: You establish a perceptual bond with a touched or mindlinked ally for 5 minutes. Each round, you see and hear through the ally's eyes and ears as if you were in his place. You are defenseless while using this ability. Once the bond forms, it persists out to any distance. You can end the bond as a swift action and can only maintain 1 bond at a time. Costs 1 vitality.

SHIELD[M]: As a swift action, you conjure a shimmering shield of force that provides you +2 DR. The shield lasts 2 minutes and also provides total immunity to the Magic Missile ability. Costs 1 vitality.

SPEAKING ALLY: One adjacent animal or magical beast gains the power of speech for 4 hours + 1 hour per level. Costs 1 vitality.

SPELL READY: Boost Arcana and Perception checks by +5.

Intermediate Tier

Summoners select from the following intermediate abilities.

Create Food and Water[M]: You conjure simple nutritious food and water to satisfy 3 persons or 1 mount. Costs 2 vitality.

Death Ward[M]: For 2 minutes, you or a touched ally are immune to the effects of all ailments, curses, and necrotic energy damage. Costs 2 vitality for you or 5 vitality for an ally.

Energetic Eidolon: This improves Minor Eidolon so that the eidolon's natural weapons inflict +2d6 damage of any 1 energy type. This stacks with Augment Eidolon. Costs +2 vitality.

Greater Sanctuary: This improves Sanctuary to affect the first 5 foes until your next turn. Costs 2 vitality.

Greater Shield[M]: This improves Shield to provide +5 DR and total immunity to Fireball as well. Costs 2 vitality.

Invisibility[M]: You or a touched ally turn invisible for 5 minutes or until the subject attacks, whichever comes first. Invisibility boosts Stealth checks by +10 and blocks line of sight. Costs 2 vitality.

Lasting Link: This improves Mindlink, Sense Link, and Dynamic Link to last 4 hours + 1 hour per level. Costs 5 vitality.

Lazy Summons[M]: Up to 2x daily, this improves Summons Circle to try to bring a creature not in your Creative Folio. The chance of success equals 30% + 2% per level. Costs 2 vitality.

Levitate[M]: When you concentrate as a standard action, you mentally move 1 target weighing up to 250 pounds a distance of 30 ft up or down. You can move yourself, a willing creature or an unattended object out to a distance of 60 ft. Costs 2 vitality.

Magic Circle[M]: You spend 1 minute drawing a stationary 10-ft-diameter circle inscribed with runes. Non-persons cannot pass or break the circle's perimeter for as long as you concentrate as a standard action each round + an additional 1d4 rounds. Exiting the circle ends the effect. Costs 2 vitality.

Magic Fang[M]: For 5 minutes, a touched animal enjoys a +1 bonus on attacks and delivers +2 damage per attack, and its attacks count as magical. Costs 2 vitality.

Major Eidolon: This improves Minor Eidolon allowing you to create Large eidolons with 3 vitality points per level, +1 wound points per level, 5 DR, and a 40 ft land speed. Costs 5 vitality.

Monster Lore[M]: You and allies within 30 ft who hear you enjoy a +1 bonus on attacks and +5 damage for 5 minutes against 1 specific species of creature (orc, medusa, etc) within 60 ft and line of sight. Costs 5 vitality.

Practiced Summoner Skills: Apply a +3 bonus on Arcana, Bluff, Disguise, Diplomacy, Intimidate, and Stealth checks.

Redouble Eidolon: This improves Augment Eidolon to either double 1 of its listed benefits or apply 1 of the following: a 30 ft burrow or fly speed, scent or nethersight and +5 Perception, or a +10 bonus on Bluff and Disguise checks to act and look realistically as if a specific creature type (celestial, fiend, etc). Costs +2 vitality.

Stitch Ally[M]: This improves Healer to heal 2d6 wound points.

Summon Animal[M]: You summon an animal such as a bear, snake or wolf. Its level cannot exceed ½ your level. It appears adjacent to you in a puff of smoke and remains for 5 minutes, until dismissed by you, or until slain. It follows your verbal commands or attacks the nearest creature (excluding you). Costs 2 vitality.

Summon Swarm[M]: A dark swirl vomits a mass of vermin that occupy a pair of adjacent 5-ft spaces within 30 ft. The vermin are bats, spiders, rats, beetles or such as you imagine. Living creatures in the affected spaces immediately suffer 1d4 damage per round (no save) and must resist using Fortitude or be dazed for 1 round. The swarm lasts while you concentrate + 2 rounds. Costs 2 vitality.

Summons Circle[M]: As Summon Creatures (below) but you must scribe a 10-ft diameter magic circle first and you are limited to creatures listed in your Monster Folio. Costs 5 vitality.

Thaumaturgic Specialty: Select 1 specific creature such as angel, chimera or treant. Boost your effective level by +4 when using Summon Creatures (below) to summon that specific creature, or +1 when summoning a creature of the same type. But note: If a creature exceeds your level, it attacks you if its Will resists.

Tongues[M]: You can understand, fluently speak, and write a single language for 10 minutes. Costs 2 vitality.

Advanced Tier

Summoners select from the following advanced abilities.

Banishment[M]: One eidolon or other summoned creature within 60 ft vanishes as it disperses and returns to its home realm. Even if its Will resists, it suffers 3d6 damage. Costs 5 vitality.

Calling Diagram: This improves Planar Binding (below) to boost your initial attack and daily attack roll by +5.

Correspond[M]: This improves Sending, such that the recipient is allowed to provide a response up to 25 words within 4 hours + 1 hour per your level of hearing you.

Diverse Dweomer: Select 4 basic magic abilities for which you qualify drawn from any classes. You now know these abilities.

Dynamic Link: This improves Sense Link such that you can activate an ability through your linked ally as if you were located where he is. Abilities that would affect you can target him instead. Costs 5 vitality.

Extend Summons: This boosts Summon Creatures to last 1 hour.

Great Circle: This improves Magic Circle to be up to 100 ft in diameter provided you spend 10 minutes scribing it. Costs 5 vitality.

Greater Enhance Eidolon: This improves your use of Enhance Eidolon. With each use, either boost the range to 2 miles or extend the duration to 4 hours + 1 hour per level. Taking this ability a second time grants both benefits at once.

Lesser Planar Binding[M]: As Planar Binding (below) but targets only 1 creature up to ¼ your level. Costs 5 vitality.

Master Summoner: You enjoy a +10 bonus on checks using Bluff, Diplomacy and/or Intimidate (select 2).

Sending[M]: You send a message of 25 words or less to a willing creature that you have met before and know by name on the same world or realm of existence as you. Costs 2 vitality.

Summon Creatures[M]: You perform a 1-minute ritual to summon 1 or more creatures. Total levels summoned cannot exceed your level. Most creatures will seek to pervert or escape your instructions when possible, and good creatures will refuse to harm persons though they may "teach a lesson" or "test" people. You must provide verbal instructions in a language the creatures know. Otherwise, they do nothing or attack the nearest creature besides you. They serve you for 10 minutes and then vanish. Costs 10 vitality.

Wounding Eidolon: This improves Energetic Eidolon to inflict 1d2 wound damage per successful strike. Costs +5 vitality.

Paragon Tier

Summoners select from the following paragon abilities.

Awesome Eidolon: As Augment Eidolon but 5x the listed modifier for any 2 benefits. Requires Redouble Eidolon. Costs +10 vitality.

Greater Planar Binding: This improves Planar Binding (below) to lure a total number of levels up to your own. Costs 25 vitality.

Lasting Planar Binding: This improves Planar Binding such that the term of service can be indefinite. Costs +25 vitality.

Planar Binding[M]: You try to lure creatures from another realm of existence into a special trap to force them into long-term service. The creature's total levels cannot exceed ½ your level.

You scribe a magic circle for 10 minutes and name 1 type or kind of creature or a specific creature for which you know its truename. For each target, if you beat its Will, it vanishes from its home realm and appears inside the circle. You can scribe muliple circles within 30 ft of each other, each creature appearing in a different circle.

Once daily, a trapped creature may resist to escape and either flee or attack you. Otherwise, it remains trapped as long as you dare while you strive to secure its pledge of service.

Once daily you make an offer using Bluff, Diplomacy or Intimidate to beat a trapped creature's generic DC. The GM may apply modifiers. Every 1,000 gp worth of treasure (max 5,000 gp) grants you a +1 bonus on your check. For evil creatures, a soul worth 1,000 gp per level also works. The check always fails for impossible tasks.

If a creature accepts your offer, it fulfills the service, though it seeks to subvert you if its alignment or deity differs from yours. The magic ends when a creature fulfills its service or after 1 day per level, when it vanishes and reappears in its home realm.

Requires Magic Circle and Summoner Skills. Costs 10 vitality.

Technomancer

A technomancer relies on magic to locate, use, and defuse technology.

Background & Adventures

A technomancer's arcane studies focus on constructs, electrotech, and other mains of science. He can find, command, and summon robot servants, energize or degauss electrical gadgets, and mimic and repulse such creatures and items.

Most technomancers use spells to find and master technic items–the more rare or powerful an item, the better. A few are anti-technologists bent on repulsing and destroying such things. Either way, they are great aides whether electrotech is common or rare.

Unlike an artificer, a technomancer rarely crafts items. He's keen on practical uses, devious schemes, and delving technological ruins for rare finds. Along the way, he may specialize in esoteric applications.

Technomancers rely on spells and gear. They are fleet of foot and poor in melee. A sensible technomancer utilizes drones, firearms, and more martial allies.



Class Details

Technomancers have the following statistics.

Prime Attribute: Charisma.
Attack: d20 + ½ class level + Charisma modifier.
Defenses: Reflex +2, Will +2.

Armor: Any Light armor such as leather or chain shirt.
Weapons: Light blades and firearms.
Starting Gold: 5d4 x 10 (125 gp).

Alignment: Any.
Training: 2d4 years.

Core Abilities

Technomancers start with the following abilities at 1st level.

Electrotech: You study invisible mundane forces of nature (called immateria) such as electrics, kinetics, nucleonics, optics, and sonics. You can make checks using the Technics skill (RPG, page 177) and enjoy a +2 bonus on Mechanics and Technics checks.

If you already have this ability, apply an additional +5 bonus on Mechanics and Technics checks.

Robotic Magic: You have a techno-magical implant in your skull that allows you to think in a very flexible way. Up to 3x daily as a move action, you rotate your thinking and know for 5 minutes any technomancer magic ability of any tier that you can access except paragon tier. Each use cancels a previous use.

Technomancer Training: You enjoy a +3 bonus on Arcana, Craft, and Technics checks. Also, you can read magic scrolls. This ability satisfies the same prerequisites as Artificer Training.

Basic Tier

Technomancers select from the following basic abilities.

Arcane Mark[M]: You mark an adjacent object with an invisible sigil that glows when you or a designated creature holds it.

Boffin's Edge: Once daily, boost a single Mechanics or Technics check by +10.

Construct Lore: Apply a +5 bonus on Arcana, Bluff, History, Insight, and Perception checks when dealing with an aberration or recalling lore about constructs. Also, you speak Mechan.

Delver: Boost Dungeoneering checks by +5, or by +10 in underground settings.

Detect Electrotech[M]: You learn whether electrotech (switched on or off) is present or absent within a 15-ft cone. Each time that you scan the same area, you learn the exact location (within 5 ft) and name of 1 electrotech item present. This ability cannot locate invisible creatures or detect illusions.

Detect Radiation[M]: You learn whether radiation (RPG, page 236) is present or absent within 15 ft, or 120 ft if you expend 1 vitality. The result shows as a green shimmer. If you rescan the same area, you learn the proximate source and its danger level.

Electric Arc[M]: All creatures within a 15-ft cone suffer 1d4 electrical damage per level (max 5d4) or ½ damage when they resist using Reflex. Apply a +5 bonus on your attack against metal-clad foes. Costs 1 vitality.

Electro-Crafter's Touch: Boost Craft and Mechanics checks by +2, or by +10 each once daily when working with an electrotech device.

Expeditious Stride[M]: As a swift action, apply a +30 ft bonus to your land speed for 5 minutes. Costs 1 vitality.

Floating Disk[M]: You evoke a slightly concave circular plane of force that follows you around and carries loads for you. The disk is 3-ft in diameter x 1-inch thick. It holds 100 pounds / level or 2 gallons of liquid. It floats 3 ft above the ground and remains within 5 ft of you, or as close as possible within 120 ft. Lasts 4 hours + 1 hour per level or until it's out of range. Costs 1 vitality.

Haywire[M]: A touched electrotech item has a 50% chance of failure each round for 2 minutes. Reflex resists only if it's attended. Costs 1 vitality.

Hidden Finger: Boost Trick checks by +5, or by +10 to quietly activate electrotech devices without being noticed.

Locate Electrotech[M]: Once weekly, you learn the distance and direction to the most powerful (costly) electrotech item within 2 miles of you.

Quell Construct[M]: You target 1 construct creature up to level 2 within 30 ft. It is dazed for 5 minutes, or for 1 round if its Will resists. Typically, this affects ergos and simple robots. Costs 1 vitality.

Repair Construct[M]: An adjacent construct ally recovers 1d4 wound points. Costs 1 vitality.

Robotic Eye[M]: For 5 minutes, boost Perception checks by +5, or by +10 to spot at a distance or see in dark or obscure conditions. Costs 1 vitality.

Robotic Hand[M]: For 5 minutes, your unarmed attacks inflict 1d6 damage + 1d6 electrical damage on an adjacent foe when you beat its Fortitude. Costs 1 vitality.

Scout: Boost Perception, Streetwise, and Survival checks by +3.

Slinky: Boost Acrobatics, Stealth, and Trick checks by +3.

Spell Secret: You learn 1 basic magic ability for which you qualify of any class. Requires Artificer Training.

Technomancer's Apprentice[M]: An adjacent person or mutant with Intelligence 11+ can make Technics checks and enjoys a +5 bonus when doing so for 4 hours + 1 hour per level. Costs 1 vitality.

Technomancy: This improves 1 magic ability you know that targets just persons so that it can now target constructs as well.

Intermediate Tier

Technomancers select from the following intermediate abilities.

Anti-Technology Circle[M]: You spend 1 minute drawing a stationary 10-ft-diameter circle inscribed with runes. Constructs and electrotech items cannot pass or break the circle's perimeter for as long as you concentrate as a standard action each round + an additional 1d4 rounds. Exiting the circle ends the effect. Costs 2 vitality.

Auto-Scout[M]: You summon a level 3 drone (RMG, page 70) within 15 ft to complete tasks for up to 10 minutes, or a level 5 drone for 2 minutes. Costs 5 vitality.

Command Construct[M]: This improves Quell Construct. A construct above level 2 is dazed 1d4 rounds if you beat its Will while affected constructs up to level 2 obey your verbal commands for 5 minutes and then ignore you for 4 hours + 1 hour per level. Costs 2 vitality.

Conjure Faux Device[M]: You conjure a realistic-looking but non-functional toy duplicate of an adjacent electrotech device worth up to 1,000 gp per level. It enjoys a +10 bonus on Disguise checks to

be mistaken as real. It lasts 4 hours, then turns to dust. Costs 2 vitality.

DISCHARGE[M]: An electrotech device within 30 ft expends 1 energy point per level from its battery. Reflex resists if attended. Anyone holding it suffers 1d4 electrical damage for each energy point discharged, or ½ damage if Fortitude resists. Costs 2 vitality.

DISTANT DATA READ[M]: For 5 minutes, you eavesdrop on the informational output (if any) of an electrotech device within 90 ft and line of sight. You view the output as if using it yourself. You suffer a -5 penalty to Perception checks while doing so. Costs 2 vitality.

ELECTROMAGNETIC PULSE: This improves Haywire to hinder 1 electrotech item per level within 30 ft. Costs 2 vitality.

FLESH MELT[M]: You project a nasty ray. Akin to a flesh melter gun, a living target within 60 ft suffers 1d6 wound damage. Reflex resists for ½ damage. The effect ignores nonliving things and bypasses up to 6 inches of any inanimate material except lead. Costs 2 vitality.

FOOL'S DEVICE[M]: For 2 minutes, you or an adjacent touched ally enjoy a +20 bonus on Disguise checks but only against constructs and electrotech devices such as scanning wands. You may mimic a specific person you have met or alter any 3 statistics such as race, sex, and age. Will resists. Requires Technomancer Training. Costs 2 vitality.

IDENTIFY ELECTROTECH: Apply a +5 bonus on Appraise checks. Also, after expending 1 hour of study and 2 vitality, you determine all properties of an adjacent electrotech item within view. You don't need to touch it.

IGNORE RADIATION: You or a touched ally ignore the harmful effects of radiation for 4 hours + 1 hour per level. Costs 2 vitality.

IRRADIATE[M]: Living creatures in a 15-ft cone suffer 1d3 radiation wound damage. Fortitude resists. Costs 2 vitality.

JINX PORTAL[M]: You open a mundane or electrotech locked portal for 3 rounds. The chance of success is 70% + 1% per level. Then 1 round later, it closes and inflicts 3d6 electrical damage to anything adjacent to or within the portal unless Reflex resists. Costs 2 vitality.

LOCATE OBJECT[M]: You learn the distance and direction to locate a specific familiar object or type of object within 500 ft of you (if such object is present). Costs 2 vitality.

MAXIMIZE OUTPUT[M]: Once daily, you cause 1 electrotech item within 30 ft to function with all numeric values and effects at maximum during its next use that round.

NUCLEONIC RAY[M]: One living creature in a target space up to 90 ft away suffers 1d4 radiation wound damage, or 1 if Fortitude resists. Also, living creatures adjacent to the target simiarly suffer 1 wound damage, or 0 if Fortitude resists. Costs 2 vitality.

OBSCURE ELECTROTECH[M]: For 4 hours + 1 hour per level, the touched electrotech item becomes invisible to everyone but you, and divination magic such as Detect Electrotech and Locate Electrotech fail to detect its presence. Costs 2 vitality to enjoy the benefit only while it's on your person, or 5 vitality otherwise.

PROTECTION FROM ELECTROTECH: For 4 hours, you or a touched ally enjoy a +2 bonus on saves and +5 bonus on DR to resist attacks and effects by electrotech devices. Costs 2 vitality.

RECHARGE DEVICE[M]: An adjacent electrotech item recovers 1 energy point per level. You may exceed a battery's normal limits but multiple uses of this ability do not stack beyond a full charge. Costs 2 vitality.

SPEAK WITH DEVICE[M]: After a 10-minute ritual, you may ask 1 question per 2 levels over a 5-minute period from an adjacent dead or stunned construct or an electrotech device that you touch. You hear answers in Mechan and can only learn what occurred to it while activated. You can use this ability up to once weekly on the same target. Costs 2 vitality.

STIMPLANT: This improves Robotic Magic to enjoy 5 daily uses and you can convert uses into healing. Each use can heal 1d6 vitality + 1d4 wounds. You must be a technomancer to use this ability.

SUMMON FAMILIAR[M]: You gain a drone, homunculus or mechanite as a companion. Its level equals ½ your level. If you lose it, you may acquire another after 1 month and a 25 gp cost.

WAITING HAND[M]: You target 1 visible object within 30 ft weighing up to 20 pounds and teleport it into your open hand. Will resists if the object is attended. Costs 2 vitality.

Advanced Tier

Technomancers select from the following advanced abilities.

AUTO-DEFENSE[M]: You wreathe yourself in golden crackling sparks for 5 minutes. Whenever a creature starts its turn adjacent to you, it suffers 1d6 electrical damage per 2 levels. Costs 5 vitality.

CIRCUIT RIDER[M]: You merge with an adjacent construct or electrotech device for up to 4 hours + 1 hour per level, becoming incorporeal and remaining undetectable by any physical means. You see and hear in this form but cannot move on your own or use abilities except to end the effect as a move action. Costs 5 vitality.

DIVERSE DWEOMER: Select 4 basic magic abilities for which you qualify drawn from any classes. You now know these abilities.

GEM-TECH[M]: You transmute 1,000 gp worth of precious metals and gems into a 3-pound electrotech device with 2 Tiny batteries (4 ep) that duplicates the effect of 1 basic magic ability known to you or an adjacent ally. It has 1 power port. It starts with 1 ep and each use costs ⅓ ep. This ability can produce an attachment for another device. You must be a technomancer to use this ability. Costs 5 vitality.

IGNORE ELECTROTECH[M]: You or a touched ally ignore all effects of electrotech devices for 5 minutes. Costs 5 vitality.

MASS DISCHARGE: This improves Discharge to target all electrotech items within 30 ft. Costs 5 vitality.

MASS IRRADIATE[M]: Living creatures in a 60-ft cone suffer 1d4+1 radiation wound damage. Fortitude resists. Costs 5 vitality.

RAPID DEVICE[M]: You reduce an adjacent electrotech's working time for its next operation by 1 time frame, from days to hours, hours to minutes, minutes to rounds, a standard action to a move action, and a move action to a swift action. Costs 5 vitality.

RECALL FUNCTION[M]: For 2 minutes, an adjacent broken electrotech item regains all functions as if new and whole. Costs 5 vitality.

REPURPOSE CONSTRUCT[M]: If you beat the Will of a construct within 60 ft, it does its best over a 1-hour period to complete a task or set of tasks that you phrase in 25 words or less. It will not deliberately harm itself. Costs 5 vitality.

RESTORE CONSTRUCT[C]: Your touch restores a destroyed construct to 1 wound point. Costs 5 vitality.

ROBOTIC RUBRIC: Each day, you can select and use for 24 hours 2 intermediate magic abilities or 4 basic magic abilities of the technomancer class of your choice for which you qualify in addition to abilities normally available to you. Requires Intelligence 15+.

SIMPLETON'S GUISE[M]: Up to 1 electrotech device per level on you becomes incorporeal for 24 hours. Items move with you. You end or restart the effect for a device as a move action. Costs 5 vitality.

Paragon Tier

Technomancers select from the following paragon abilities.

CIRCUIT CAPTAIN: This improves Circuit Rider so that you can use technomancer magic abilities while so concealed. Costs 20 vitality.

DUPLICATE DEVICE[M]: This improves Conjure Faux Device to actually work and start with full charges. Costs 10 vitality.

MAGITECH FORM[M]: For 5 minutes, you acquire a bizarre technic form of steely skin, wiry hair, lashing cables, and robotic countenance. You gain +5 DR, a +10 bonus to Dexterity-based checks, darkvision, fast healing 5, and a nest of sparking cables that grant you 4 bonus melee attacks per round at a -2 penalty on your attack roll. Each cable has a 15 ft range, inflicts 1d4 electrical wound damage, and causes a struck foe to be dazed for 1 round if you beat its Fortitude. Costs 25 vitality.

MEGA PULSE: This improves Electromagnetic Pulse to target all devices in a 2-square-mile area around you (devices on you are safe). Costs 25 vitality.

RESTORE FUNCTION[M]: As Recall Function but the effect is permanent. Costs 10 vitality.

SUPER GEM-TECH: This improves Gem-Tech to produce an intermediate magic ability (1 ep/use) when you transmute 2,500 gp worth of gems. Costs 10 vitality.

TELEPORT OBJECT[M]: One touched object up to 1,000 pounds and 50 cubic ft vanishes and reappears in a location seen by you at least once that is up to 100 miles away per level. Costs 10 vitality.

Voidmage

A voidmage learns secrets to easily travel between worlds.

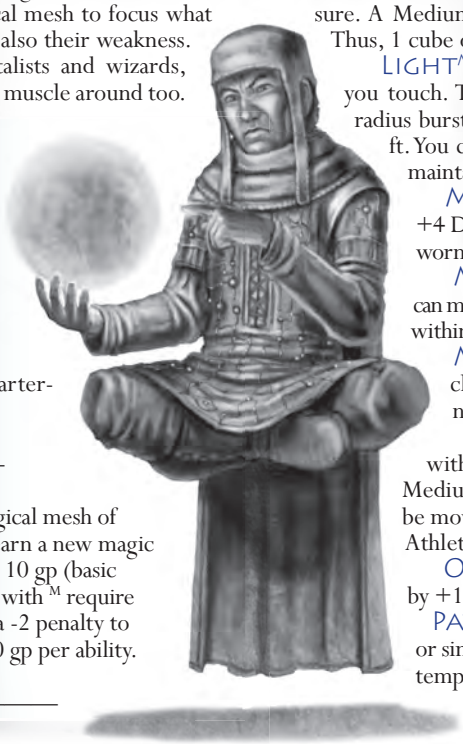
Background & Adventures

A voidmage uses spells to tap and twist immateria, the invisible mundane forces of nature such as electricity, gravity, and sound.

A voidmage seeks to bridge the vast distances between worlds, survive the Void and other weird places, mix amongst new races, aid allies in distress, uncover ancient ruins, sustain contact with home, and make new locations more homey.

Many voidmages seek to master gravity, which opens possibilities from moving heavy ancient treasures to crushing irritating foes. The most powerful voidmages can open portals between worlds, energize voidcraft, and trap foes in zones of nothingness.

Voidmages rely on a special technomagical mesh to focus what is normally inaccessible magic. This mesh is also their weakness. Thus, while they work well with elementalists and wizards, among others, they prefer to have protective muscle around too.



Class Details

Voidmages have the following statistics.

Prime Attribute: Intelligence.
Attack: d20 + ½ class level + Intelligence modifier.
Defenses: Fortitude +2, Will +2.

Armor: None.
Weapons: All light blades plus the quarterstaff and scythe.
Starting Gold: 3d4 x 10 (75 gp).

Alignment: Any.
Special: Your spells require a technomagical mesh of nodes, capacitors, and such. Whenever you learn a new magic ability, you must improve the mesh's value by 10 gp (basic tier) or 50 gp (higher tiers). Abilities marked with [M] require you wear the mesh. When you do not, apply a -2 penalty to your attack rolls. Replacing the mesh costs 50 gp per ability.
Training: 3d4 years.

Core Abilities

Voidmages start with the following abilities at 1st level.

Configurable Mesh: Up to 3x daily as a move action, you may adjust your mesh (see special above) to know for 5 minutes any voidmage magic ability of any tier that you can access except paragon tier. Each use cancels a previous use. Requires you wear the mesh.

Ionic Grasp[M]: One adjacent foe suffers 1 electrical wound damage per 3 levels (max. 3 wounds). Apply a +5 bonus on your attack roll against foes wearing or holding metal armaments or electrotech. Costs 1 vitality, or 0 vitality if you let Reflex resist.

Void Magic: You enjoy a +2 bonus on Arcana and Nature checks, or +10 on topics regarding the Void.

Basic Tier

Voidmages select from the following basic abilities.

Assess Gravity[M]: You learn the current gravity within a 30-ft cone. This is advisable before entering a new area.

Comprehend Language[M]: You can comprehend a single mundane language for 4 hours + 1 hour per level. Costs 1 vitality.

Detect Life[M]: You learn whether living creatures are present within a 30-ft cone. Costs 1 vitality.

Earth's Weight[M]: Creatures and objects enjoy normal gravity in a 10-ft cube. Lasts 5 minutes, or 4 hours + 1 hour per level if you prepare for 1 minute. Costs 1 vitality.

Easy Load[M]: A touched creature's carry capacity improves as if its Strength score were 2 points higher. Lasts 4 hours +1 hour per level.

Faux Face[M]: When activating this ability, select 1 race of person other than your own. You enjoy a +20 bonus on Disguise checks for 4 hours + 1 hour per level to appear as a member of that race. You cannot look like anyone but you. Costs 1 vitality.

First Aid: Apply a +5 bonus on Heal checks, or +10 to halt bleeding. Normally, a DC 15 Heal check stabilizes a bleeding character.

Flare[M]: You conjure a signal flare that you can either shoot upward 240 ft or at a foe within 60 ft. An aerial flare remains visible out to 10 miles for 1 minute. A combat flare causes 1d8 fire damage + 1 point per level and blindness for 1 round if you beat the target's Reflex. Costs 1 vitality.

Flit[M]: As a standard action, you gain the ability to fly with a 30 ft speed for the remainder of your turn. You must end flight on a solid surface that supports you. Costs 1 vitality.

Fresh Air[M]: You fill a 5-ft cube with fresh air at standard pressure. A Medium person requires ¼ cubic ft of air per minute. Thus, 1 cube offers 30 hours. Costs 1 vitality.

Light[M]: You conjure light on an unattended object that you touch. The light produces strong illumination in a 15-ft radius burst and weak illumination outward an additional 30 ft. You can use and dismiss this ability at will but you can maintain only 1 light at a time.

Mage Armor[M]: A shimmering field grants you +4 DR for 1 hour. Mage Armor does not stack with real worn armor or Bone Armor. Costs 1 vitality.

Mage Hand[M]: With the power of your mind you can move a single unattended object weighing up to 5 pounds within 30 ft of you. You can move the object up to 10 ft.

Message[M]: You whisper a message that is clearly audible to 1 target within 90 ft. You only need line of effect, not line of sight.

Minor Anchor[M]: You target a 5-ft space within 15 ft. For 2 minutes, anything up to size Medium that is in or enters the space cannot move (or be moved) from it. Fortitude resists. A successful DC 18 Athletics check grants escape. Costs 1 vitality.

Odd Maneuvers: Boost Acrobatics by +5, or by +10 once daily.

Patching[M]: A breach within 15 ft in a hull, wall, or similar area is sealed if no larger than 1-ft square, or is temporarily repaired for 5 minutes if no larger than 5-ft square when you spend 1 vitality.

Quixotic Diplomat: Boost Diplomacy, Nobility, and Streetwise checks by +3.

Resist Energy[M]: For 5 minutes, you or a touched ally enjoy +10 DR against 1 energy type, or +2 DR versus all energy types. Costs 1 vitality.

Resist Void[M]: When exposed to void conditions, you suffer no ill effect for the first 3 rounds. Then on the 4th round, you react as if just exposed to void conditions. Requires Void Magic.

Ruin Delver: Boost Dungeoneering and History checks by +5.

Shielded Mesh[M]: Your mesh suit (see special above) is immune to effects of Ionic Grasp, Ionic Ray, Ionic Nova, Shocking Grasp, and Lighting Bolts. You must be a voidmage to take this ability.

Spell Ready: Boost Arcana and Perception checks by +5.

Surveyor Skills: Boost Endurance, Heal, History, Nature, and Survival skills by +2.

Void Pilot: Boost Pilot skills by +5, or by +10 for voidcraft.

Intermediate Tier

Voidmages select from the following intermediate abilities.

Airy Bubble[M]: You breathe pure air and enjoy sea-level pressure in any environment for 4 hours + 1 hour per level over a 24 hour period. You can expend hours to grant touched allies the ability to breathe too. Costs 2 vitality.

Create Food and Water[M]: You conjure simple nutritious food and water to satisfy 3 persons or 1 mount. Costs 2 vitality.

Defenestration Ray[M]: One Large or smaller target within 60 ft is thrown 1d4 x 10 ft if you beat its Fortitude and/or

becomes prone if you beat its Reflex. Costs 2 vitality.

Escape Speed[M]: You ignore effects of gravity-altering magic for 2 minutes. Costs 2 vitality.

Far Message[M]: This improves Message to travel out to 20 miles, and you do not need line of effect. Costs 2 vitality.

Gravity Maw[M]: You target 1 space within 30 ft. Creatures within 120 ft moving toward that space enjoy 2x speed; others suffer ½ speed. Lasts 2 minutes. Requires Void Magic. Costs 2 vitality.

Internal Mesh: Your mesh (see special above) is permanently inside your body and cannot be damaged or lost.

Ionic Ray[M]: You harm 1 target within 60 ft. If it is a creature, it suffers 1d6 electrical damage per level (max 10d6). Fortitude resists for ½ damage. If it is electrotech, it is rendered inoperable for 5 minutes, or if unattended, destroyed if you wish. Costs 2 vitality.

Ionic Shield[M]: As an immediate action, you ignore the effects of 1 electrotech-based or electrical energy attack. Costs 2 vitality.

Lasting Weight[C]: This improves Earth's Weight to be permanent. Requires 4 hours and costs 300 gp in special materials.

Levitate[M]: When you concentrate as a standard action, you mentally move 1 target weighing up to 250 pounds a distance of 30 ft up or down. You can move yourself, a willing creature or an unattended object out to a distance of 60 ft. Costs 2 vitality.

Life Scan: This improves Detect Life to search 2 miles out, and you learn the direction and distance to the greatest concentration (levels) of living creatures. Takes 1 minute to activate. Costs 2 vitality.

Lighten Up[M]: You enchant 4 small boards (50 gp each) that you affix to a mass up to 2 tons, causing it to hover 5 ft off the ground and be pushable (max. speed 20 ft) as if weighing 1% of normal. Lasts 4 hours +1 hour per level. Costs 2 vitality.

Major Anchor: This improves Minor Anchor to affect a 10-ft radius spherical volume, and Large creatures and objects, within 30 ft of you for up to 5 minutes. The Athletics DC is 23. Also, objects cannot be tossed outside the sphere. Costs 2 vitality.

Map[M]: After 1 minute of concentration, you learn the topography of a 60-ft square area within 120 ft. Data includes elevation, constructions, terrain, and gravity. This does not reveal floor plans, ore veins, or magic zones. The chance of accuracy for each space is 70% + 1% per level. Requires Assess Gravity. Costs 2 vitality.

Pounding Weight[M]: One target within 30 ft suffers 1d6 damage per level (max. 10d6) and is dazed for 1 round, or suffers ½ damage if Fortitude resists. This is a gravity effect. Costs 2 vitality.

Propel Craft[M]: Apply a +5 bonus on Pilot checks. Also, you can animate an adjacent vehicle (wagon, ship, etc) weighing up to 1 ton (2,000 pounds) per level to move at speed 30 for as long as you concentrate as a standard action each round + an additional 1d4 rounds. Costs 2 vitality per hour.

Protection From Energy[M]: You or a touched ally enjoy +20 DR against 1 energy type, or +5 DR versus all energy types, for 4 hours + 1 hour per level. Costs 2 vitality.

Tongues[M]: You can understand, fluently speak, and write a single language for 10 minutes. Costs 2 vitality.

Torpor[M]: An adjacent willing person or animal falls into a deep sleep. His bodily processes nearly halt. He is cold, appears dead, and ignores effects of curses, disease, and poison. The effect lasts 4 hours + 1 hour per level, or an equal number of days when you spend 1 minute and 10 gp per day in special materials. Waking takes 1 minute, any ignored effects resume, and the subject is nauseated for 2 minutes on a failed DC 15 Endurance check. Costs 2 vitality.

Void Ray[M]: Your Ionic Grasp now has a 30 ft range and delivers a max. of 6 wound damage. Costs 2 vitality, or 1 if target can resist.

Void Ward[M]: For 2 minutes, you or a touched ally are immune to effects of void conditions. Costs 2 vitality for you or 5 vitality for an ally.

Advanced Tier

Voidmages select from the following advanced abilities.

Air Craft[M]: This improves Propel Craft such that the vehicle gains a fly speed of 5 ft per level. Costs 5 vitality per hour.

Boundless Worlds: Boost History and Nature checks by +10. You have been almost everywhere and seen much.

Compression Zone: This improves Pounding Weight to affect everything up to 20d6 within a 30-ft cube. Costs 5 vitality.

Far Life Scan: This improves Life Scan to search 20 square miles within 200 miles of you, though you must have line of sight and it takes 10 minutes to complete. Costs 5 vitality.

Gravity Well: This improves Major Anchor to affect a 20-ft-radius sphere, and any creatures that fit, within 60 ft of you for up to 1 hour. The Athletics DC is 28. Also, sound cannot escape, and seeing into or out of the sphere requires a DC 13 Perception check. Costs 5 vitality.

Ionic Nova[M]: This improves Ionic Ray to affect up to 1 target per 2 levels within 90 ft. Costs 5 vitality.

Leaden Wing[M]: One flying target within 150 ft is drawn down vertically up to 150 ft and unable to fly for 2 minutes. Creatures resist using Fortitude. Vehicle pilots resist using Will. This is a gravity effect. Costs 2 vitality for creatures and 5 vitality for vehicles.

Reverse Gravity[M]: You alter gravity, affecting a 10-ft-cube per 2 levels out to 90 ft away. When reversing gravity, unattached objects and creatures fall upward to reach the top of the affected area. If affected subjects impact a solid obstacle (such as a ceiling), resolve that as a downward fall. Otherwise, subjects remain at the area's top, oscillating slightly until the effect ends. A creature may resist once using Reflex to secure itself when the spell strikes. Flying and levitating creatures ignore the spell. If used in a null-gravity area, you induce normal gravity in the affect area. Lasts 2 minutes. Costs 5 vitality.

Teletrieval: The subject of your Transport or Teleport may return to where it departed up to 4 hours prior. Costs +2 vitality.

Thrust: This improves Air Craft, Propel Craft, and/or Submersible to move up to 10 tons per level. Requires Propel Craft.

Transport[M]: As Teleport but takes 1 minute to activate, moves only you or 1 person plus 250 pounds of gear up to 10 miles per level, and the destination must be within line of effect. Costs 5 vitality.

Void Adaptation[M]: You or an adjacent ally ignore the effects of the Void or a world's ambient conditions that hamper movement or the senses or cause hit point damage. This does not protect against creatures or special events, only continuous effects such as persistent heat or lack of pressure. Costs 2 vitality to activate for 1 hour or 5 vitality for 24 hours. Each new environment requires activation.

Void Sending[M]: You send a message of 25 words or less to a willing creature that you have met before and know by name on a named world within your realm of existence. Costs 5 vitality.

Paragon Tier

Voidmages select from the following paragon abilities.

Event Horizon: This improves Gravity Well to affect a 30-ft sphere within 120 ft of you for 24 hours. The Athletics DC is 38. Also no light, sound, other phenomena, nor anything else, can exit the sphere, which sports a featureless, opaque gray perimeter. Costs 10 vitality.

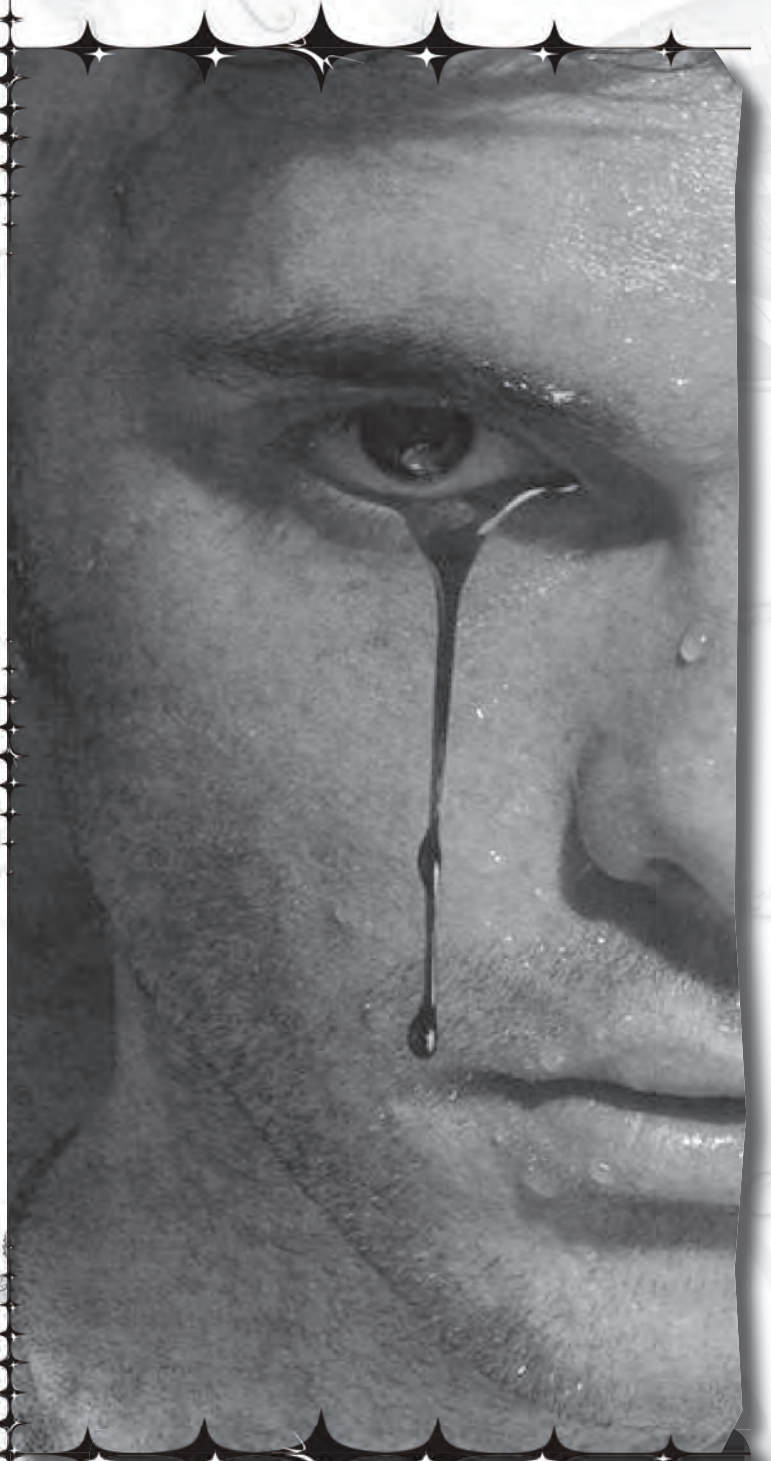
Mass Void Adaptation: This improves Void Adaptation to benefit up to 8 allies who remain within 120 ft of you. Moving further causes them to suffer effects as usual. Costs 15 vitality per day.

Teleport: You and up to 5 allies or 1,000 pounds of gear move to a location up to 100 miles away per level. The trip is 1 way. You must have a specific destination in mind, and you must succeed on an Arcana check to arrive there. The DC for the location equals 5 if familiar, 10 if visited, 20 if described, or 30 if known in name only. A failed check means you arrive 1d6 miles away from your desired destination, possibly in a dangerous locale. You are always shunted from solid material to the nearest open space. Costs 10 vitality + 2 vitality for each ally or 250 pounds of gear to a maximum of 20 vitality.

Worm Hole: You and others within 60 ft move to a specific location on another world that you have in mind. The trip is 1 way, and you must succeed on an Arcana check. The DC for the location equals 10 if familiar, 15 if visited, 25 if described, or 40 if known in name only. A failed check means you arrive on a random world, possibly in a dangerous locale, though you are always shunted to the nearest open space. Requires you know Event Horizon. Costs 40 vitality to move a voidcraft (max. 120 ft sphere) and its contents; or costs 10 vitality + 2 vitality for each ally or 250 pounds of gear to a maximum of 20 vitality.

Void Speed: This improves Air Craft, Propel Craft, and/or Submersible to enjoy a 500 ft speed for only 2x the usual vitality cost.

Chapter 5
Immortals



"Thayet was no ordinary youth. At 15, he showed his heritage and transformed into cannibal fawn, an immortal of the dark edges of the fey realm."

An immortal is both gifted and cursed with a supernatural nature, such that he walks the line between monster and person. He is transformed: free from mortal constraints while tormented by new ones.

An immortal might be a ghost, vampire, werewolf or such. These creatures are more than statistics and abilities. Most descend to be villainous monsters. But some struggle to coexist with mortals in civilization and retain threads of humanity. These immortals must use their gifts with skill and courage as they struggle daily against the challenges of their remade form and terrible appetites.

This chapter describes 14 immortal options, also called destinies, each of a calendar constellation. To make an immortal, select a character's race as usual and apply the features of a single immortal, modifying his level by +4, with an attendant boost of +20 vitality, +2 on attack rolls and defenses, +2 faith points, and appropriate extra wealth, but no other abilities from a class, race or theme. Afterward, you may apply a townie profession or class levels to grow the character as usual.

A mortal hero may acquire an immortal condition during his adventures. In that case, slowly transform the character over the course of his career by following the 4-level progression shown for each immortal. For example, after a character contracts lycanthropy, the next time he advances in level, he acquires the powers and challenges listed under level 1 for mystic werewolf. For each of the next 3 levels, he must continue to embrace his condition until all 4 levels are done. Afterward, he may continue to pursue his original career.

An immortal can become a leader among his own kind. This is a 5th level. He can then make offspring and attract a band of mortal occult followers. See the Noble Immortal at right for details. Another option is the supernal theme (page 123) to truly excel.

Table 5-1: Summary of Immortals

Race	Page	Constellation: Description
Aspirant Angel	76	Angel: This righteous celestial seeks to earn his place in the ranks of holy and terrible angels.
Broken Gargoyle	77	Spider: This patient, stony, and winged being guards a paramour, his estate, and family line.
Cannibal Faun	78	Lute: This goat-like fey rules the wilds with a beguiling lute, fickle charm, and a pain bow.
Evergreen Dryad	79	Tree: This lovely, shy faerie protects nature, particularly her home grove or garden.
False Dragon	80	Dragon: This beguiling and poisonous serpentine being hungers for magic, retribution, and treasure.
Franken Golem	81	Knight: This tormented flesh and metal construction is animated by and channels electricity.
Immortal Hunter	82	Crown: This tenacious immortal seeks to slay other non-hunter immortals, to make the world safer.
Lamp Genie	83	Genie: This clever being is a helpful aide and wish-granter to the person who frees him from his lamp.
Mystic Werewolf	84	Wolf: This undying lycanthrope seeks to retain his humanity even as he falls to the moon's power.
Psychic Alien	85	Star: This tentacled spawn of extradimensional elder minds hungers for brains.
Restive Vampire	86	Ghoul: This glamorous, bloodthirsty undead prowler of the night clings to his humanity.
Scarred Prophet	87	Magi: This spellcaster channels dark voices and strange spirits to learn shattering secrets.
Tyro Devil	88	Fiend: A tyro devil is a fiend that serves a time of training in the Mortal Realm to damn souls.
Unbound Ghost	89	Portal: An unbound ghost is the spirit of a dead person who refuses to retire to the afterlife.

Key Terms

Here are key terms to know about each immortal.

Overview: Every immortal entry starts with a brief description and a paragraph of key mechanics and role-play features.

Type: An immortal was once a person, and usually looks like a person, but he is always some other creature type. Dryads and fauns are fey, vampires and ghosts are undead, and so forth. You ignore abilities that only target persons but are now affected by abilities that specifically target your creature type.

Appearance: While immortals look mostly as they did in life—a vampire elf presents himself as an elf—there are often tell-tale giveaways such as fangs or gills that you may show or hide.

Prime Attributes: Unlike mortals, immortal characters have 2 prime attributes, just like monsters. One prime attribute rules mundane abilities, such as swinging a fist or sword, while the other prime attribute rules magical abilities. An immortal always uses these to resolve his immortal abilities, and if he has a character class, he uses that class's prime attribute as usual.

Powers: Here is a list of abilities the immortal has at his disposal, from the angel's healing touch to the gargoyle's winged flight.

Challenges: These are obstacles the immortal faces, such a vampire's thirst for blood, a fiend's quota of souls, a dryad's tie to her secret grove, and a genie's need for his lamp. Mostly, challenges act as hindrances that drive role-play and balance out supernatural powers. Please refer to the call-out box below to better manage challenges.

Typical Alignment: An immortal's typical morals and ethics. Exceptions occur. Your character may be any alignment.

Multiclassing: Most immortals have 5 classes (professions) that predominate as fitting closely with their nature. For example, immortal hunters tend to be gunslingers and inquisitors, as fits their role of policing others of their kind. If and when a character wishes to multiclass, he may select 1 of the listed classes for that purpose. These are in addition to options offered by his race, such as dwarf or elf. He must qualify for the class and its abilities as normal and use that class's prime attribute for that class's abilities.

Design Guide: You may apply all of the immortal's features at once, boosting the character's level by +4. Alternatively, you may apply features as a character progresses over 4 levels by following the guide. You never gain class, race or theme abilities when progressing as an immortal.

Making the Most of Challenges

An immortal's challenges are, in themselves, challenging to play. It is not in an immortal PC's interests to focus on or suffer his challenges. Yet, with fairness and the joys of narrative in mind, it is vital that players and the GM cooperate to enforce an immortal's challenges. Here are 6 ways to do this:

- At the start of an encounter or movement into a new location, call out an immortal PC, asking him to "check your challenges".
- At the start and/or end of each play session, review challenges and set a single challenge as a goal to focus on.
- Whenever an immortal PC qualifies to advance in level, check for challenges that apply or have been recently neglected.
- Whenever the GM awards experience points, apply a 5% penalty on XP for each challenge that was neglected, such as a dryad wandering far from her garden without spending vitality points. Conversely, consider awarding +5% XP (min 1 XP) when a player focuses on challenges in a way that is fun and creative.
- Up to once per game session, in the middle of combat or some other crucial time, the GM asks a player to "pick a challenge". The PC is obsessed with that challenge for 1d4-1 rounds, taking no other actions except to deal with it (if possible) or dwell on it with existential anxiety (if impossible to address).
- When preparing an adventure, the GM may select 1 challenge for each immortal to play a special role in the quest ahead.

Design Your Own Immortal

With a GM's approval, you may design a new immortal. Every immortal is worth +4 levels, typically +30 design points worth of abilities with -10 design points worth of challenges. An immortal never possess more than 1 paragon tier ability. The challenges must be dramatic: They impinge on a daily basis and tempt the character to engage in unwholesome activities to meet his unnatural needs. At the same time, the immortal must pass as a mortal of his race for most of each day. And of course he has the Immortal ability. Finally, an immortal, his allies and foes, and the public at large, know his powers and challenges on a successful DC 18 Religion check.

Life Immortal

Playing an immortal character differs from the usual hero. Indeed, you may be an anti-hero or misunderstood. Here are 5 questions to ask to help you play an immortal character.

Who or What do you care about? With eons ahead, you may wonder, what's the rush? Why work? Even play may bore you. Why care about anything? Likely, adventuring is your fix.

How do you meet your needs? Immortals must satiate various strange needs, such as feeding on blood. What means do you rely on to quench your needs without getting caught?

Do you side with mortals or immortals? Are mortals like pets or cattle to you, or do you treasure them above your own kind? Will you act to save a mortal from suffering? If there are mortals who know your nature, how do they feel about you?

How about those hunters? These dangerous kin walk the line between worlds and are charged to keep everyone in their places. Do you trust them, avoid them, hate them, or what?

Do you have leadership aspirations? Some immortals become nobles among their kind. If you are not one of them, then you may be ruled by them. You can use the rules below to become a noble immortal.

Noble Immortal (Cha)

This kit for immortals supports you as a leader among your kind.

Impressive: Once daily, you may enjoy 1 of the following benefits: a +5 bonus on 1 attack roll, activate 1 of your immortal abilities as a move action rather than as a standard action, stop bleeding (even if unconscious), or gain a +5 bonus on a single Bluff, Diplomacy or Intimidate check, or +10 if the target is another immortal of your kind. You select the benefit when you use it, and each day you may select a different benefit.

Make Offspring[M]: You transform an adjacent townie into an immortal of the same kind as you. The townie must be at or below 0 wound points and either helpless or willing. The process takes 2 minutes and is complete on the first midnight after 24 hours elapses. The offspring bears a visible mark for 3 days that is found on a DC 12 Heal or Perception check and interpreted correctly on a successful DC 15 Religion check. The newly created immortal starts friendly to you, and you share an emotional link that indicates satisfaction or distress (on a 1-10 scale), but you otherwise exert no special influence over each other. You permanently lose 3 vitality points to use this ability. You must be level 6 or higher to use this ability.

Occult Followers: You gain a band of adoring mortals who flatter you and serve your needs. Their number equals ½ your level. They are 2nd-level townies of any profession who share your race or nationality, subject to GM approval. Typically, they are well-suited to your nature and seek to emulate you; thus a werewolf attracts lycan townies, a vampire attracts kindred townies, a hunter attracts mage hunter townies, and so forth. These followers happily maintain your properties, accompany you on missions, and use abilities on your behalf. If you lose a follower or he betrays you—or when you qualify for an additional follower—you can attract a new one after 1 month. Each follower costs you 10 gp weekly in upkeep.

Aspirant Angel

This righteous celestial seeks to earn his place in the ranks of holy and terrible angels.

Overview

Here is key information about this immortal.

Type: Celestial. You ignore abilities that only target persons and are affected by abilities that specifically target celestial creatures.

Appearance: As the mortal person you once were, but strangely luminous, with golden eyes, and tattoos in celestial script.

Prime Attributes: Use Strength for mundane abilities and Wisdom for magical abilities.

Powers: You can assist mortals with their missions using oaths, requiring righteous behavior in exchange for power, and striving to save their souls. You enjoy immortality, celestial traits, and the ability to communicate with and visit mortals.

Challenges: You seek to meet the righteous standards set by a celestial mentor and tirelessly fill a quota of souls to save. Blood wine harms you. Frustratingly, you cannot often fight evil directly, but end up doing so through weak-willed mortals.

Typical Alignment: Lawful good, lawful neutral, or neutral good. Rarely, an angel stumbles, rebelling to be chaotic good or deceiving himself and turning to lawful evil.

Multiclassing: Cleric, lightbringer, magus, monk or paladin. You may select 1 of these classes to pursue under the multiclass option.

Powers

This immortal enjoys the following abilities.

Angelic Skills: Boost Arcana, Diplomacy, Heal, Insight, Perception, and Religion checks by +3.

Angel's Smite: As a swift action, apply +1d4+1 holy wound damage to 1 of your attacks made that same round. Costs 2 vitality.

Guider Angel: You start play knowing the truename of 1 standard level 7 angel (RMG, page 35-37), typically a mendicant or wiseweld, with which to enjoy aid. As an angel, it has Visitation like you.

Heaven's Mantle: Boost DR by +5 to resist electricity and saves by +5 to resist poison.

Heavensight[M]: You see in conditions of blinding illumination as easily as seeing in normal daylight. Heavensight is in full color.

Holy Skin[M]: As a swift action, you may hide or show supernaturally tough skin to enjoy +2 DR. The skin is lustrous in color such as leonine gold, swan white, or radiant platinum.

Immortal[M]: You do not age, do not need to breathe, eat or sleep, and cannot be raised from death if slain.

Lay on Hands[M]: Your touch heals an ally's wound damage. The wound points healed equal 1d8 + your level (max +5). A creature can benefit 3x daily if it is good, 2x daily if it is neutral, and once daily if it is evil. You must be nonevil to use this ability.

Righteous Oath[M]: Up to 3/day, you can witness an oath from a willing person (no other creature type). You hold a lien on the person's soul and grant him 4 basic abilities, 2 intermediate abilities, or 1 advanced ability of his choice from any class, or boons from your deity, for a period of 24 hours. Alternatively, the bargain requests the rescue of another person, the death of an evil nonperson, the permanent use of a basic ability (cleric, invoker or paladin only), or the carrying of your child (an asimar). At that time, the person states a righteous goal, such as slaying a specific monster. An unrighteous goal voids the oath. If the oath-taker dies while the oath is in effect, his soul typically proceeds to your mentor's realm (see Celestial Mentor below) as a martyr and cannot be restored to life except by Miracle or Wish. Otherwise, after 24 hours the oath ends and the person is free. Each time an oath-taker meets his goal and remains good while doing so, you gain 1 faith point per 5 of his levels (round up), which you may use or grant freely to any mortal who is in good standing with your deity. Costs 5 vitality.

Sending[M]: You can send a message of 25 words or less to any living creature you have met before and know by name and is presently located in the same realm of existence. Costs 5 vitality.

Storm Blast[M]: All creatures within a 15-ft cone suffer 1d6 electrical damage per level (max 5d6), or ½ damage when Fortitude resists. Costs 1 vitality.

Visitation[M]: Once daily, you can unerringly move yourself to a person or celestial in any realm of existence who has just uttered your truename. You can transport up to 250 pounds of gear or 1 Medium or smaller creature with you. You automatically return to your departure point after 1 hour unless magically trapped.

Challenges

This immortal suffers the following challenges.

Angelic Deity: Select a lawful good, neutral good or lawful neutral deity such as Absolom, Esmariah, Mithrais, Palendine, Solari, Stolgar or Ymuri. You can change to another qualifying deity, but nothing mundane or magical can shift you to a non-qualifying deity.

Celestial Invitation[M]: Whenever you advance in level, you must perform a 10-minute ritual that gathers you and your Celestial Mentor (below) into an extra-dimensional 30-ft-cube private sanctum, without exits, for 1 hour. Until you do so, you cannot advance in level. During this time, you may a) speak with your mentor, b) pray together to your deity to gain 1 faith point, c) offer him faith points, or d) test your prowess and discernment against a creature or trap equal to your mentor's level. If you overcome a test, you are free of your mentor, with no need to meet a quota, though you eventually acquire a new master as usual when advancing in level. This sanctum is where you go if banished by Exorcism. Costs 5 vitality.

Celestial Mentor: You gain an angel (RMG, page 36) as a patron. The angel is a standard angel if you are level 6 or lower, a planetar angel if you are level 7 to 19, and a solar angel if you are level 20+. Whenever you rise to equal your mentor's level, you gain a new, more powerful mentor. The mentor resides in the same realm of existence as your Angelic Deity, such as Shahdol for Absolom, Elysium for Esmariah, Mechanus for Mithrais, Polaris for Palendine, Celestia for Solari, Asgard for Stolgar, or Esalen for Ymuri. The mentor doesn't help you, but you need him for Celestial Invitation and Quota of Souls.

Harmed by Blood Wine: You suffer 2d4 damage from a direct hit by a single vial of blood wine, which is akin to holy water (see RPG, page 162) but is vile and harms celestial creatures such as you as well as clerics and paladins.

Holy Remorse[M]: If you fail to meet your Quota of Souls by the appointed time, you are instantly sucked through a magic gateway that traps you in a test chamber at your mentor's abode. You remain there for 2 minutes, or for 3 rounds if you resist using Will against the mentor's attack roll, suffering 1d6 damage (bypasses DR) or expending 1 faith point per round (chose which each round) as you try various tests, after which you return to your departure point if you are still alive or forever retire to your deity's home realm as a non-angelic soul if this purifying ritual kills you.

Oath of Unharm: Against a person, you can only make 1 attack roll against him for each attack roll he has made against you, unless commanded by a deity or Righteous Oath with a person.

Quota of Souls: You must slay evil non-persons or save mortal souls using Righteous Oath (above). Your quota is 1 per month, 12 yearly, and 777 total before "earning a halo". You can benefit from kills or souls beyond your quota, but not those that fill your quota.

Design Guide

You may apply all of this immortal's features at once, boosting the character's level by +4. Or you may apply features as a character progresses, as follows.

Level	Features
1	Angelic Deity, Angelic Skills, Celestial Invitation, Celestial Mentor, Heavensight, Lay on Hands, Oath of Unharm, Storm Blast, Visitation
2	Heaven's Mantle, Holy Remorse, Quota of Souls, Righteous Oath
3	Angel's Smite, Harmed by Blood Wine, Holy Skin, Sending
4	Guider Angel, Immortal

Broken Gargoyle

This patient, stony, and winged being guards a paramour and the paramour's estate and family line.

Overview

Here is key information about this immortal.

Type: Elemental. Your creature type changes from person to elemental. You ignore abilities that only target persons and are affected by abilities that specifically target elemental creatures.

Appearance: As you looked in mortal life but with exceptionally chiseled features, sharp white teeth, long hard nails, and fiercely vigilant eyes. On occasion, some of your abilities will drastically alter your look, such as giving you wings.

Prime Attributes: Use Strength for mundane abilities and Constitution for magic abilities.

Powers: Gargoyles can stand still and ageless as statues, endure the elements, see in darkness, and spot even the invisible. They may rapidly spring into action, sprouting powerful wings, sharp fangs and claws, and stony hard skin.

Challenges: A gargoyle owes his fealty to a mortal family line, its land, and most importantly—in each generation—a single member of that family as his greatest charge and paramour. The gargoyle's days, nights, and thoughts revolve around his fealty.

Typical Alignment: Usually chaotic and/or evil, though a broken gargoyle is always true to his paramour, property, and family line, as love alone has broken his stony heart. Lawful and good broken gargoyles tend to work together, often protecting multiple families and their lands, and thus in practice protecting key points of whole cities.

Multiclassing: Barbarian, blackguard, elementalist, ranger or warlock. You may select 1 of these classes to pursue under the multiclass option.

Powers

This immortal enjoys the following abilities.

Darkvision[M]: As a swift action, your eyes turn black and you see in darkness as easily as in daylight. Ending the effect is a swift action.

Endure Elements: You ignore the effects of extreme temperature. You can exist comfortably in conditions between -40° and 140° F without harm. Your gear is also protected. This ability is continuously in effect even when you are unconscious.

Fear[M]: This improves Scare (below) to target all living creatures in a 30-ft cone. Costs 2 vitality.

Flight[M]: You can show wings as a standard action to gain a 30 ft fly speed. You drop gently to the ground in 1 round if the magic ends while airborne. Hiding the wings is a swift action. Hiding the wings is magical. Flight itself is nonmagical. Costs 1 vitality per minute.

Freeze Form[M]: You can freeze your form to look like a stone statue. A DC 25 Perception check spots you for your true nature.

Immortal[M]: You do not age, do not need to breathe, eat or sleep, and cannot be raised from death if slain.

Improved Bite and Claws Multi-Attack[M]: You may show (or hide) fangs and claws to gain a bite attack for 2d6 damage and 2 claws that each deliver 2d6 damage. You may use the 1 bite or the 2 claws, but not both, without penalty; or you may attack with all 3 but with a -2 penalty on all attack rolls that round.

Improved Grapple: You grapple an adjacent foe up to 1 size larger than you when you beat the foe's Fortitude. Apply a +5 bonus to initiate or resist grappling. A grappled creature cannot move and can only use a Light melee weapon already in hand. Each round, you must expend a move action to maintain the grapple, and the foe can try to beat your Fortitude as a standard action to break the grapple. You may block a grappled foe's mouth with 1 hand to prevent speech.

Know Status[M]: You are aware at all times of the general condition (wound points and vitality points) of up to 8 allies. You must touch an ally to establish a link and begin monitoring him. You can terminate a link as a swift action.

Minor Rake: If your 2 claw attacks hit, you may inflict 1 wound damage to the target as a swift action in addition to any other damage dealt. Costs 1 vitality.

Natural Poison Immunity: You ignore all natural poisons, simply noting the poison's presence and nothing more.

Scare[M]: One living creature within 15 ft is shaken for 5 minutes or 1 round if it resists using Will. If it is 5+ levels below you, it is frightened instead, fleeing the best it can or cowering if it cannot flee. Costs 1 vitality.

See Invisibility[M]: As a standard action, you clearly notice for 1 round any invisible or incorporeal creatures within 30 ft.

Sentinel Skills: Boost Athletics, Acrobatics, Craft, Dungeoneering, Perception, and Stealth checks by +3.

Stony Hide[M]: As a swift action, you harden your skin for 1 hour. This grants +4 DR with no armor, +3 DR with Light armor, +2 DR with Medium armor, or +1 DR with Heavy armor. This does not stack with Bark Skin, Bone Armor or Mage Armor. Costs 1 vitality.

Challenges

This immortal suffers the following challenges.

Charge Eternal: You owe fealty to a line of mortals. The fealty includes living persons who carry a specific family name and their immediate in-laws who reside with them. Moreover, in every generation, a specific family member is your paramour, and you must protect the estate where your paramour resides. If the paramour departs the property, you follow. If the paramour dies without an heir, you must do your best to return to an older property and search out other family members for a new paramour, who picks you.

Land Linked[M]: You are magically linked to a 120-ft-square area that includes your charges' property. Normally, you cannot move more than 30 ft per level from the property, though you may spend 1 vitality per mile's worth of movement to advance beyond this limit. Travel in other realms of existence costs 0 vitality.

You can escape this challenge in 2 ways. First, a Miracle or Wish can negate this challenge, and doing negates being Immortal (above). Alternatively, you must devote 1 level of experience as if taking a kit (see page 10). This involves a long, grueling, soul-searching, and esoteric walk-about that also grants a +2 bonus on Arcana, Endurance, History, Religion, and Survival checks.

Nightmare Urge: Every midnight, there is a 1d4 chance that you suffer an urge to hunt, torment, slay, and devour a person. If you fail to hunt, start the next morning exhausted and with -5 vitality; or if you fail to kill, start fatigued with -3 vitality.

Vow of Poverty: You start your career with 1,000 gp below normal. Also, you cannot own property and you can only keep gear that you can carry.

Vow of Unharm: Against your charges, you may only use Improved Grapple, and cannot otherwise make attack rolls or seek to harm them. Nor can you damage their property except in their direct defense.

Watch Service: You must spend 1 hour/day, or 1 day/week, watching your charges and their estate. When you fail to do so, you suffer a -1 penalty on all d20 checks for the next 24 hours.

Design Guide

You may apply all of this immortal's features at once, boosting the character's level by +4. Or you may apply features as a character progresses, as follows.

Level	Features
1	Charge Eternal, Darkvision, Endure Elements, Freeze Form, Know Status, Scare, See Invisibility, Vow of Unharm
2	Improved Bite and Claws Multi-Attack, Stony Hide
3	Fear, Improved Grapple, Natural Poison Immunity, Sentinel Skills, Vow of Poverty
4	Flight, Immortal, Minor Rake, Land Linked, Nightmare Urge, Watch Service

Cannibal Faun

This goat-like mad fey rules the wilds and towns alike with his beguiling lute, fickle charm, and pain-inducing bow.

Overview

Here is key information about this immortal.

Type: Fey. Your creature type changes from person to fey. You ignore abilities that only target persons and are affected by abilities that specifically target fey creatures.

Appearance: As the mortal person you were, but more hirsute particularly below the waist, and with horns and hooves. Also, you are male.

Prime Attributes: Mundane attacks use Dexterity while magic attacks use Charisma.

Powers: You are a connoisseur of sinful pleasures as well as pain. You are adept with whips, blades, and bows, and play pan pipes that produce a variety of magical effects.

Challenges: You are tied to an area around a great stone that draws its energies from abyssal realms. You must exert vitality to stray far from this stone. You are harmed by cold iron and tormented by lustful appetites, the worst of which is your love of mortal flesh.

Typical Alignment: Any chaotic, or neutral. Most are chaotic evil, many are chaotic neutral, and a few are chaotic good. If you are neutral, you likely focus on extreme, non-neutral targets to satiate your Cannibal Hunger. If you are good, you must forego cannibal altogether and suffer vitality loss, though you will surely gain eternal rewards in the afterlife for doing so.

Multiclassing: Bard, gallant, ranger, rogue or witch. You may select 1 of these classes to pursue under the multiclass option.

Powers

This immortal enjoys the following abilities.

Beauty: Boost your comeliness by +4.

Endure Elements: You ignore the effects of extreme temperature. You can exist comfortably in conditions between -40° and 140° F without harm. Your gear is also protected. This ability is continuously in effect even when you are unconscious.

Faun Skills: You enjoy a +3 bonus on Athletics, Diplomacy, Endurance, Intimidate, Nature, and Survival checks.

Faun Weapons: You are proficient with light blades and bows plus the whip, barbed whip, sling, and leather and wire garrotes.

Feral Senses: You gain low-light vision. Also, apply a +5 bonus on Perception checks.

Fey Aura[M]: Apply +2 DR when wearing no armor and the attack does not use cold iron.

Fey Immunities: You ignore magic that causes sleep or has the word Charm or Dominate in it, including such abilities as Slumber and Charm Monster.

Fear Music[M]: After you expend 2 standard actions in a row playing Pan Pipes, all living creatures caught in a 30-ft cone are shaken for 5 minutes or 1 round if they resist using Will. If a target is 5+ levels below you, it is frightened instead, fleeing the best it can or cowering if it cannot flee. Costs 2 vitality.

Immortal[M]: You do not age, do not need to breathe, eat or sleep, and cannot be raised from death if slain.

Horns and Hooves: As a swift action, you can hide or show natural weapons. As a standard action, your horns deliver 1d4 damage (or 1d3 if Small) or your hooves can knock prone an adjacent Medium or Small target. Reflex negates against the horns, and Fortitude negates against the hooves.

Musician: Boost Music checks by +5, or +10 once daily.

Pan Pipes[M]: You can conjure a set of magical pipes at will but are limited to 1 set at a time. The pipes vanish if they leave your hands for more than 1 minute. When playing the pipes, you enjoy a +5 bonus on Music checks.

Pain Strike[M]: You enjoy a +2 bonus on attacks and deliver +2d6 pain damage using Faun Weapons (above). Moreover, such weapons count as magical in your hands.

Satyr's Lute[M]: When you play Pan Pipes as a standard action, persons within 120 ft who hear you and fail to resist using Will are compelled to move toward you or, if already adjacent, stand before you dazed for that round. Persons that successfully resist are immune to this ability for the rest of the day. Costs 2 vitality.

Sleep Music[M]: After you expend 2 standard actions in a row playing Pan Pipes, up to 1 living creature per level within 30 ft falls asleep for 5 minutes, or is fatigued for 1 round if Will resists. Apply -5 on the attack if the target is above 5th level. A sleeping creature's allies can use a standard action to wake him. Costs 2 vitality.

Suggestive Music[M]: If you play your pipes as a standard action and beat the Will of a person within 30 ft, he does his best over a 1-hour period to complete a task that you phrase in 10 words or less. The person will not deliberately harm himself and the effect has a 50% chance to end each round that his life or any of his allies' lives are in danger. Costs 2 vitality.

True Strike[M]: Once daily as a move action, boost your next attack roll that round by +10. Requires Pain Strike.

Challenges

This immortal suffers the following challenges.

Cannibal Hunger: Each day you must consume 1 pound of a person's flesh, raw or cooked, or suffer a -5 vitality upon waking the next day and for 24 hours thereafter, or for 4 hours if you immediately consume 2 pounds of such flesh.

Daily Sunshine: Each day you must rest 1 hour outdoors during the day, or you cannot heal naturally for 24 hours. Magical healing still works. Cloud cover does not matter.

Evergreen Vow: You cannot eat animal products, harm rooted plants, or cause wound damage to plant or animal creatures. Persons do not count as animals. If you do so, you lose Fey Aura for 24 hours.

Great Stone[M]: You are magically linked to a 30-ft-cube of unworked stone. It may be part of a larger parcel, as in a park or wood, or it may be isolated like in a walled garden. The great stone is difficult terrain and each 5-ft space has DR 8 and 15 hit points per level. Normally, you cannot move more than 30 ft per level from your great stone, though you may spend 1 vitality per mile's worth of movement outside this limit. Travel in other realms of existence costs 0 vitality.

You can escape this challenge in 2 ways. First, a Miracle or Wish can negate this challenge, and doing negates being Immortal (above). Alternatively, you must devote 1 level of experience as if taking a kit (see page 10). This involves a long, grueling, soul-searching, and esoteric walk-about that also grants a +2 bonus on Arcana, Endurance, History, Religion, and Survival checks.

Love Lust: Once daily, you gain +3 vitality for that day if you enjoy at least 10 minutes of romantic intimacy with a fey or healthy person with 15+ Charisma. On days you forego this, you gain 0 vitality and suffer -2 comeliness the next day. If you are intimate with an unhealthy or less charismatic person, you only gain 1 vitality.

Stone Linked[M]: Whenever your Great Stone (above) suffers damage by a weapon or spell, you suffer 1 hit point of damage (do not apply DR), or 3 points if cold iron is used. If you die or the stone is destroyed, the other dies after 4 hours + 1 hour per level.

Design Guide

You may apply all of this immortal's features at once, boosting the character's level by +4. Or you may apply features as a character progresses, as follows.

Level	Features
1	Daily Sunshine, Faun Skills, Pan Pipes, Satyr's Lute
2	Beauty, Endure Elements, Evergreen Vow, Faun Weapons, Feral Senses, Horns and Hooves
3	Cannibal Hunger, Fey Aura, Musician, Pain Strike, Sleep Music, True Strike
4	Fear Music, Fey Immunities, Great Stone, Immortal, Love Lust, Stone Linked, Suggestive Music,

Evergreen Dryad

This lovely, shy faerie protects nature, particularly her home grove or garden.

Overview

Here is key information about this immortal.

Type: Fey. You ignore abilities that only target persons and are affected by abilities that specifically target fey creatures.

Appearance: As the mortal person you once were, but notably more attractive, and with floral complexion and features, such as green eyes and leaves in your hair. Also, you are female.

Prime Attributes: Use Wisdom for mundane abilities and Charisma for magical abilities.

Powers: Dryads are beautiful. They can speak with, animate, and move through plants; transform into a tree; and distract and seduce mortals. Though shy at heart, dryads also make fine diplomats, entertainers, and healers.

Challenges: Dryads are anchored to a particular green-space, be it rural or urban. They must visit and tend their green-space or suffer and possibly die. Dryads thrive on sunshine and romantic intimacy.

Typical Alignment: Any chaotic, or true neutral. An evil dryad likely suffers from a broken heart or terrible wrong, or her garden is corrupted by foul magic.

Multiclassing: Bard, druid, elementalist, ranger or witch. You may select 1 of these classes to pursue under the multiclass option.

Powers

This immortal enjoys the following abilities.

Beauty: Boost your comeliness by +4.

Call Lightning[M]: You invoke lightning upon 1 target within 120 ft to inflict 1d8 electrical damage per 2 levels (max 10d8). Fortitude resists for ½ damage except no save outdoors. Costs 2 vitality.

Comely Distraction: When you target a person or animal within 15 ft, the target suffers a -5 penalty on Perception checks for 1 round. Costs 1 vitality.

Dryad Skills: You enjoy a +3 bonus on Diplomacy, Handle Animal, Insight, Music, Nature, and Survival checks.

Entangle[M]: You can evoke and animate plant life in a 30-ft radius around a point up to 120 ft away. Each round, creatures in the area must resist using Reflex. Those that fail are held tightly and unable to move or take actions. All others move at ½ speed and suffer a -2 penalty on all d20 rolls. The effect lasts 5 minutes. Costs 2 vitality.

Feral Senses: You gain low-light vision. Also, boost Perception checks by +5.

Fey Affair: This improves Tree Shape (below) such that 1 willing adjacent Medium or Small person may accompany you when you expend 5 vitality rather than 2. While in tree form, you 2 suffer a -5 penalty on Perception checks as you while away the hours in a state of faerie bliss.

Fey Aura[M]: Apply +2 DR when wearing no armor and the attack does not use cold iron.

Fey Immunities: You ignore magic that causes sleep or has the word Charm or Dominate in it, including such abilities as Slumber and Charm Monster.

Fey Step[M]: When you are adjacent to a Small or larger mundane plant, you may briefly use the plant as a conduit to magically move to any space within 30 ft that is within line of sight and also hosts a Small or larger plant, to which you arrive adjacent. Requires Comely Distraction. Costs 1 vitality.

Healer[M]: An adjacent ally heals 1d4 wounds. Costs 1 vitality.

Immortal[M]: You do not age, do not need to breathe, eat or sleep, and cannot be raised from death if slain.

Kiss[M]: Once daily, after 1 minute spent kissing an adjacent ally, you both recover 2d6 vitality.

Seduction: You target 1 person. If you beat the target's Will, you consume the person's attention with romance for 4 hours + 1 hour per level, during which time the person suffers a -5 penalty to Perception checks and does not move more than 30 ft from you. Even a person who resists is distracted for 1 minute. If the locale is romantic, apply a +2 bonus on the attack roll. The target gets a new chance to resist whenever he notices an attack roll.

Speak With Plants[M]: For 5 minutes, you ask questions and receive answers from natural plants. They are cooperative but only report what they observe without inferences. On request, a plant can watch a 10-ft-square area for you for 1 day. Costs 2 vitality.

Tree Shape[M]: You become a tree. In tree form, you see and hear normally but can take no other actions. You enjoy a +20 bonus on Disguise checks to be mistaken for a normal tree and radiate faint magic. You can return to your normal form as a move action. Lasts 4 hours + 1 hour per level. Costs 2 vitality.

Challenges

This immortal suffers the following challenges.

Daily Sunshine: Each day you must rest 1 hour outdoors during the day, or you cannot heal naturally for 24 hours. Magical healing still works. Cloud cover does not matter.

Evergreen Vow: You cannot eat animal products, harm rooted plants, or cause wound damage to plant or animal creatures. Persons do not count as animals. If you do so, you lose Fey Aura for 24 hours.

Garden Link[M]: Whenever your Secret Garden (below) suffers damage by a weapon or spell, you suffer 1 hit point of damage (do not apply DR), or 3 points if cold iron is used. If you die or the garden is destroyed, the other dies after 4 hours + 1 hour per level.

Love Lust: Once daily, you gain +3 vitality for that day if you enjoy at least 10 minutes of romantic intimacy with a fey or healthy person with 15+ Charisma. On days you forego this, you gain 0 vitality and suffer -2 comeliness the next day. If you are intimate with an unhealthy or less charismatic person, you only gain 1 vitality.

Secret Garden[M]: You are magically linked to a 30-ft-cube green-space. It may be part of a larger parcel, as part of a park or wood, or it may be isolated like a walled garden. The green-space is difficult terrain, grants a +5 bonus on Stealth checks, and each 5-ft space has DR 2 and 10 hit points per level. Normally, you cannot move more than 30 ft per level from your green-space, though you may spend 1 vitality per mile's worth of movement outside this limit. Relative to similar gardens in the same climate and terrain, yours remains notably verdant unless you suffer a condition (curse, disease, etc). Travel in other realms of existence costs 0 vitality.

You can escape this challenge in 2 ways. First, a Miracle or Wish can negate this challenge, and doing negates being Immortal (above). Alternatively, you must devote 1 level of experience as if taking a kit (see page 10). This involves a long, grueling, soul-searching, and esoteric walk-about that also grants a +2 bonus on Arcana, Endurance, History, Religion, and Survival checks.

Shyness: You cannot initiate combat or social interactions with persons with a Charisma score under 15. Once they initiate, you may act normally. You must declare your intent to interact and move 5 ft toward a person before learning whether you can initiate.

Design Guide

You may apply all of this immortal's features at once, boosting the character's level by +4. Or you may apply features as a character progresses, as follows.

Level	Features
1	Comely Distraction, Daily Sunshine, Dryad Skills, Healer, Tree Shape
2	Beauty, Call Lightning, Entangle, Evergreen Vow, Feral Senses, Kiss, Love Lust, Shyness
3	Fey Affair, Fey Aura, Fey Step, Speak with Plants
4	Fey Immunities, Garden Link, Immortal, Secret Garden, Seduction

False Dragon

This beguiling and poisonous serpentine being hungers for magic, retribution, and treasure.

Overview

This immortal has the following key statistics and background.

Type: Dragon. You ignore abilities that only target persons and are affected by abilities that specifically target dragon creatures.

Appearance: As the person you were in mortal life but with sinister serpentine features such as snake eyes, retractable fangs, and shiny skin that is strongly black, white, green or some other color.

Prime Attributes: Use Strength for mundane abilities and Charisma for magic abilities.

Powers: False dragons can hypnotize people, perhaps beguiling them for long periods, as well as grapple foes, deliver a poison bite, and transform into a snake-like oriental dragon.

Challenges: A false dragon sustains itself by consuming precious metals and other treasures. Also, it is cursed to hunt people who oppose their gods, offering them a chance at repentance before slaying them. Though false dragons enjoy the luxuries of civilization, their near-inability to lie often serves them poorly.

Typical Alignment: Usually chaotic and/or evil, though any alignment is possible.

Multiclassing: Alchemist, bard, inquisitor, sorcerer or witch. You may select 1 of these classes to pursue under the multiclass option.

Powers

This immortal enjoys the following abilities.

Beguile[M]: As Charm Person but lasts 24 hours. Costs 5 vitality.

Bite: You show or hide snake fangs as a swift action. When shown, you may target an adjacent foe for 1d6 damage. Reflex resists.

Caduceus[M]: You use your own pre-venom to heal 1d3 wound points or remove an ailment from yourself or a touched ally. Ailments include blindness, confusion, deafness, disease, exhaustion, fatigue, infertility, insanity, nausea, poison, and taint. This ability does not remove curses such as lycanthropy. Costs 1 wound point + 2 vitality.

Charm Person[M]: A targeted person within 15 ft is friendly to you for 5 minutes if you beat his Will. While charmed, he will not act in a way that brings harm to you, himself or his allies. Otherwise, he will follow you and respond aggressively to creatures that threaten you. He will take you to safety if you are incapacitated. You can dismiss the charm as a swift action. If you treat the person well, he may remain friendly after the charm wears off. This ability does not grant a shared language or alter a person's alignment. Costs 1 vitality.

Detect Magic[M]: You learn whether magic is present or absent within a 15-ft cone. The next time you scan the same area, you learn the exact location (within 5 ft) and name of 1 magic ability present. This ability cannot locate invisible creatures or detect illusions.

Detect Standing[M]: You learn the standing (poor/good) of a willing adjacent creature with respect to its deity. The deity is not revealed, only the target's standing. Costs 1 vitality.

Draconic Resistances: You enjoy a +3 bonus on saves to resist charm, poison, and sleep effects.

Draga Form[M]: You transform into a standard level 2 draga (page 236) or a level 5 vatic draga if level 10+. Your equipment melds into the new form and you use its statistics except you retain your Intelligence, alignment, saves, vitality points, and false dragon abilities. Costs 2 vitality for 5 minutes or 5 vitality for 1 hour.

False Dragon Skills: Boost Appraise, Disguise, and Insight checks by +3.

Hypnotic Entertainer: You enjoy a +3 bonus on Acrobatics, Diplomacy, and Music checks.

Immortal[M]: You do not age, do not need to breathe, eat or sleep, and cannot be raised from death if slain.

Improved Grapple: You grapple an adjacent foe up to 1 size larger than you when you beats the foe's Fortitude and have at least 1 hand free. Apply a +5 bonus to initiate or resist grappling. A grappled creature cannot move and can only use a Light melee weapon already in hand. Each round, you must expend a move action to maintain the grapple, and the foe can try to beat your Fortitude as a standard action to break the grapple. If you desire, you can block a grappled foe's mouth to prevent speech.

Poison Ray[M]: You project a green ray. One foe within 30 ft suffers 1d4 wound damage + 1d4 wound damage again 2 minutes later. Reflex resists. Costs 2 vitality.

Poison Use: You never risk accidentally poisoning yourself when applying poison to a weapon (rather than 5% chance), and you may apply poison as a move action (rather than standard action).

Snake Poison[M]: As a move action, you conjure greenish poison on 1 weapon or cup of liquid in your possession. Fangs from the Bite ability (above) count as a weapon. When a creature is struck by the weapon or ingests the liquid, it immediately suffers 1d4 wound damage and has a 50% chance to suffer an additional 1d4 vile wound damage 5 minutes later. Unused poison dissipates after 5 minutes. Requires Poison Use. Costs 2 vitality.

Challenges

This immortal suffers the following challenges.

Earth Bound[M]: You cannot enjoy a fly speed by any means.

Light Sensitive: Abrupt exposure to bright light (such as sunlight or a Light spell) dazzles you (-1 penalty on all dice rolls and saves) for 2 minutes, after which time you can act in light without penalty until you reenter darkness for more than 1 minute.

Poor Liar: You suffer a -10 penalty on Bluff checks.

Retribution: Whenever you are eligible to advance to the next level, you must locate and judge a person who is in bad standing with his deity. The person must be at least ½ your level. He must be within hearing range as you suggest he repent, and he has 3 rounds to do so. Regardless of his response, you must slay him to advance to the next level and doing so never alters your alignment, as it is a curse ordained by the gods and ended only by a Miracle or Wish.

Shunned by Gods: You have 0 faith points. You may still have a deity if you wish and proceed to the afterlife as usual.

Treasure Addict: Each day you must consume 1 gp worth of precious metals or gem stones or you lose access to your false dragon magic abilities for 24 hours.

Vanity: Each day you must spend 1 hour bathing, grooming, and otherwise preening yourself to enjoy a +2 bonus on Comeliness; otherwise you suffer a -5 penalty on Comeliness.

Design Guide

You may apply all of this immortal's features at once, boosting the character's level by +4. Or you may apply features as a character progresses, as follows.

Level	Features
1	Bite, Charm Person, Detect Standing, Draconic Resistances, Poison Use
2	Caduceus, False Dragon Skills, Improved Grapple
3	Detect Magic, Draga Form, Hypnotic Entertainer, Light Sensitive, Poor Liar, Snake Poison, Treasure Addict, Vanity
4	Beguile, Earth Bound, Immortal, Poison Ray, Retribution, Shunned by Gods

Immortal Options

Immortals are flexible with magic and resilient in the face of death.

Substitute Magic: You can substitute an immortal ability you already know for another equivalent tier ability listed under that immortal's Multiclassing options.

Rise from Death: Construct Traits, Immortal, and Undead Traits say the character cannot be raised from death if slain. However, a Miracle or Wish can suspend this limitation on a one-time basis.

Franken Golem

This tormented flesh and metal construction is animated by and channels electricity.

Overview

Here is key information about this immortal.

Type: Construct. You ignore abilities that only target persons and are affected by abilities that specifically target construct creatures.

Appearance: As an assemblage of body part. Your face is your most familiar feature from mortal life. You are somewhat bigger. With copious sutures, staples, metal plates and such, you look like a scarred survivor of a terrible accident.

Prime Attributes: Use Strength for mundane abilities and Intelligence for magic abilities.

Powers: Franken golems are strong, adept with their fists, good at carrying gear, can survive harsh weather, and remain conscious and standing even after heavy bleeding, terrible blows, and tricky combat maneuvers. Also, they can channel electrical energy through their fists or as lightning bolts.

Challenges: A franken golem is ugly and terrifying, particularly to children and animals. He may fly into a blind berserk rage, particularly in combat, relishing destruction, and he heals slowly. He lacks taste and smell. A franken golem clings irrationally to certain persons out of fear or love as substitutes for his creator.

Typical Alignment: Usually chaotic. An inner rage churns in your heart, making you unpredictable and difficult to control.

Multiclassing: Alchemist, dragoon, grenadier, lancer or savant. You may select 1 of these classes to pursue under the multiclass option.

Powers

This immortal enjoys the following abilities.

Construct Traits: You do not bleed and are immune to disease, nausea, and poison. You do not need to breathe, eat or sleep and enjoys a +5 bonus on Endurance checks. You must sleep (power-down) to regain vitality. You are immortal and cannot be raised from death if slain. You gain only ½ the benefit of cure spells. However, once daily, you may attempt a Technics check to regain a number of wound points equal to the check result minus 15.

Darkvision: You see in darkness as easily as seeing in daylight, though vision is black and white only.

Defensive Maneuver Training: When a foe targets you with the Disarm, Feint, Grapple, Sunder or Trip ability, apply a +5 bonus to resist the ability.

Electrotech: You enjoy an intuitive understanding of invisible mundane forces of nature (called immateria) such as electrics, kinetics, nucleonics, optics, and sonics. You can make checks using the Technics skill (RPG, page 177) and enjoy a +2 bonus on Mechanics and Technics checks.

Endure Elements: You ignore the effects of extreme temperature. You can exist comfortably in conditions between -40° and 140° F. Your gear is also protected. This ability is continuously in effect even when you are unconscious.

Great Slam: You deliver a powerful blow. An adjacent foe suffers 2d6 damage + your Strength modifier. Apply a +2 bonus on your attack roll. Reflex resists.

Ignore Spell: As an immediate action while using Rage, you ignore 1 magic attack that targets you. Costs 2 vitality.

Lightning Bolts[M]: You inflict 1d6 electrical damage per level (max 10d6) to all creatures in either a 15-ft cone or along a 60-ft line, as you desire. Apply ½ damage if Reflex resists. Targets that don't resist are also dazed for 1 round. Costs 2 vitality.

Magic Resistance: You enjoy a +5 bonus on saves to resist magic abilities. Also, when you are targeted by a magic ability that does not allow a save, your foe must beat your Fortitude anyway, and if you successfully resist then the magic has no effect. Requires Rage, Resist Magic, and Tough Body.

Pack Mule: Treat your Strength score as 4 points higher than normal when determining your carry capacity.

Rage: Once daily as a swift action, you can fly into a rage for 2 minutes. In a rage, you temporarily gain a +1 bonus on Will and attack rolls, deliver +5 damage, and enjoy +5 vitality. The bonus vitality goes away when the rage ends. While raging, you cannot use any Charisma-, Dexterity- or Intelligence-based skills except Acrobatics. You cannot use abilities that require concentration, activate craft abilities or magic abilities except boons from your deity, or activate magic items except armor and weapons. You may prematurely end the rage as a swift action. After raging, you lose the rage modifiers and restrictions and are fatigued for 5 minutes (unless you have Tireless Rage). If you already have this ability, then you gain an additional daily use.

Resist Magic: Boost saves by +2 to resist magic abilities.

Storm Fist: For 5 minutes, your unarmed attacks inflict 1d4 damage + 1d6 electrical damage on an adjacent foe when you beat its Reflex. Costs 1 vitality.

Strong: Boost Athletics checks by +5, and by +10 once daily.

Tough Body: You permanently gain +3 wound points.

Challenges

This immortal suffers the following challenges.

Berserk Trance: Whenever you engage in combat, there is a cumulative 5% chance per round that you fly into a berserk trance. In this trance, you must keep attacking each round for 2 minutes, or until you are dead, or until your Substitute Master stops you. Firstly, you attack foes before allies. Secondly, you attack nearby targets over distant ones. Your Substitute Master (below) can end the effect using Intimidate or Diplomacy as a standard action with a DC equal to 10 + ½ your level. The skill check depends on whether you feel fear (Intimidate) or love (Diplomacy) with him.

Dull Senses: You mostly lack the senses of smell and taste, except regarding your Substitute Master (below), and you suffer a -2 penalty on Perception checks as a result, or -20 when trying to smell or taste something.

Frightening Aura: You suffer a -10 penalty on Bluff, Diplomacy, Disguise, and Handle Animal checks involving animals and children, and all such encounters starts as unfriendly.

Limited Healing: Remember, per your Construct Traits, you gain only ½ the benefit of cure spells.

Substitute Master: You pine for your creator and various persons from your former lives, as each of your body parts links to a different life. Whenever you lack a "master", you suffer a -2 penalty on all d20 checks as you seek out and try to adopt a substitute. After 24 hours with a person, you key to him as your new master and stay with him until he dies or until 1 week passes, when you may seek a new substitute. When encountering a group, the GM determines the substitute. With your master, you feel either fear or love (50% chance of each) and that person enjoys with you a +5 bonus on Intimidate or Diplomacy checks respectively. You stay within 30 ft of your master whenever possible, and when out of visual or hearing range, you suffer a -1 penalty on d20 rolls.

Ugly Scars: Apply a permanent -5 penalty on Comeliness. Your scars, stitches, staples, plates, and such, plus the mismatch of body parts, detract from any natural beauty you may once enjoyed.

Design Guide

You may apply all of this immortal's features at once, boosting the character's level by +4. Or you may apply features as a character progresses, as follows.

Level	Features
1	Great Slam, Storm Fist, Strong, Tough Body
2	Darkvision, Defensive Maneuver Training, Dull Senses, Endure Elements, Pact Mule, Resist Magic
3	Construct Traits, Electrotech, Frightening Aura, Lightning Bolts, Limited Healing, Substitute Master, Ugly Scars
4	Berserk Trance, Ignore Spell, Magic Resistance, Rage

Immortal Hunter

This tenacious immortal seeks to slay other non-hunter immortals, to make the world safer.

Overview

Here is key information about this immortal.

Type: Mutant. Your creature type changes from person to mutant. You ignore abilities that only target persons and are affected by abilities that specifically target mutant creatures.

Appearance: As the mortal person you were prior to becoming a hunter, but with 8+ obvious tattoo-like sigils.

Prime Attributes: Dexterity for mundane abilities and Wisdom for magic abilities.

Powers: Hunters are fearless and can locate other immortals, bypass typical immortal attacks and defenses, and deliver a killing shot or exorcism.

Challenges: Hunters must avoid harming mortals, even as they tend to leave a trail of death behind them. They must overcome paranoia and supernatural taint, including tormenting nightmares, and meet a quota of kills.

Typical Alignment: Any neutral or chaotic good. Most hunters set aside laws and norms in order to track down and deal violently with immortals, who often disguise themselves. That said, hunters also tend to hold to personal codes of justice, and lawful neutral hunters are fairly common. Hunters who start driven by vengeance may get lost in that need are become neutral evil.

Multiclassing: Gunslinger, inquisitor, ranger, rogue or shaman. You may select 1 of these classes to pursue under the multiclass option.

Powers

This immortal enjoys the following abilities.

Action Ready: You enjoy a +5 bonus on Athletics and Perception checks.

Anti-Mage: When an adjacent creature uses a magic ability, you gain a single free melee weapon attack against it as an immediate action. Requires you know Hunter's Focus. Costs 1 vitality.

Danger Sense: When you make an initiative check, roll 2x and take the higher of the 2 rolls.

Death Ward[M]: For 2 minutes, you or a touched ally are immune to the effects of all ailments, curses, and necrotic energy damage. Costs 2 vitality for you or 5 vitality for an ally.

Dodge: As an immediate action, you declare that you ignore 1 melee weapon attack before you know whether it hits you. Requires Dexterity 15+ and works only in Light or no armor. Costs 2 vitality.

Exorcism[M]: You target 1 fiend, undead or possessed creature within 15 ft. If you beat its Will, it is destroyed (if undead), banished to its home realm (if a fiend) or freed from possession. Costs 5 vitality.

Fearless: You ignore fear effects: you cannot be shaken, frightened or panicked.

Firearms Proficiency: You are proficient with firearms and enjoy a +2 bonus on Mechanics checks, or +5 to make and repair firearms.

First Aid: Apply a +5 bonus on Heal checks, or +10 to stop bleeding. Normally, a DC 15 Heal check stabilizes a bleeding character.

Ghost Weapon[M]: For 5 minutes, a touched weapon strikes incorporeal or invisible creatures without a miss chance. Ammunition of a ranged weapon ignores the miss chance. Costs 1 vitality.

Hunter's Focus: As a move action you concentrate to achieve focus. While you possess focus, you enjoy a +2 bonus on Perception checks and can use Ignore Spell (below). After using any magic ability or Ignore Spell, the focus ends. Whenever you use a non-hunter magic ability, you cannot achieve Hunter's Focus for 2 minutes afterward.

Hustle: As a swift action up to 1/round, you gain a bonus move action. Requires Spell Tracker. Costs 1 vitality.

Ignore Spell: As an immediate action while enjoying the benefits of Hunter's Focus, you ignore 1 magic attack that targets you. Each use costs 2 vitality.

Killing Shot: As a move action, the next foe struck by your firearm that round must resist using Reflex or be reduced to -1 wounds and begins dying. Even if it successfully resists, it suffers the weapon's normal damage. Costs 5 vitality.

Mental Barrier: Permanently boost your Will by +5.

Resist Magic: Boost saves by +2 to resist magic abilities.

See Invisibility[M]: As a standard action, you clearly notice for 1 round any invisible or incorporeal creatures within 30 ft.

Spell Tracker: Boost Survival checks by +5, or by +10 when tracking creatures experiencing ongoing magic effects, from curses to magical protections.

Challenges

This immortal suffers the following challenges.

Means of Immortality[M]: Whenever you deliver the killing blow to an immortal creature, a blaze of astral power erupts from its body and moves into you. You automatically experience 4 effects: 1) you are dazed, 2) heal 1d6 vitality points, 3) gain 1 taint point per 4 levels of your target (round up), and 4) enjoy a "stay" on your aging process of 1 year per target level. Once you acquire 100 such years of a stay on aging, you may perform a 1-hour ritual costing 5,000 gp to gain immortality such that you do not age or suffer the effects of aging. You can only ever benefit once from slaying a particular creature. An immortal you slay who finds a way to return to life permanently loses 3 vitality. Only Miracle or Wish restores the loss.

Mistrust: Penalize Insight checks by -5, or by -10 with creatures that have activated a magic ability within your line of sight.

Night Plague: Each night there is a 1 in 6 chance that you are plagued by nightmares and awaken with only 1d4 vitality points.

Quota of Kills: At each level you must deliver the killing blow to an immortal creature of any kind in order to advance to the next level. Alternatively, you must kill sentient magic-using creatures and their total levels must equal or exceed 3x your level.

Ravenous Nightmares[M]: Whenever you slay an immortal, record its attack roll. Afterward, at night when you sleep, you must resist using Will against its attack or suffer strangely realistic nightmares, be exhausted the next day, and suffer 1d4 wound damage due to their realistic nature. Even elves and others normally immune to sleep-related effects suffer. The effect continues until you pass 3 consecutive saves.

Tell-Tale Sigils[M]: For each hunter magic ability, you sport a magical tattoo-like sigil that cannot be erased. The sigils cannot be completely hidden unless cover your entire body because some appear on your face, hands, and so forth. The sigils are your power source. Other hunters automatically recognize you, other immortals do so on a DC 12 Arcana check, and all other creatures recognize you on a DC 17 Arcana check.

Trail of Death[M]: Whenever you interact longer than 2 minutes with a person, he acquires an invisible magic sigil that betrays you were there to other immortals within 30 ft on a DC 12 Perception check. The mark fades after 1 hour unless you interact for 24+ hours, in which case only Erase or Remove Curse removes it.

Design Guide

You may apply all of this immortal's features at once, boosting the character's level by +4. Or you may apply features as a character progresses, as follows.

Level	Features
1	Action Ready, Firearms Proficiency, Hunter's Focus, Resist Magic
2	Acute Paranoia, Anti-Mage, Danger Sense, Death Ward, First Aid, Hustle, Means of Immortality, Spell Tracker, Tell-Tale Sigils, Trail of Death
3	Dodge, Ghost Weapon, Ignore Spell, Killing Shot, Mental Barrier, Quota of Kills, Ravenous Nightmares
4	Exorcism, Fearless, Night Plague, See Invisibility

Lamp Genie

This clever immortal is a helpful aid and wish-granter to the person who frees him from his lamp.

Overview

Here is key information about this immortal.

Type: Elemental. Your creature type changes from person to elemental. You ignore abilities that only target persons and are affected by abilities that specifically target elemental creatures.

Appearance: As the mortal person you were prior to becoming a genie, though typically more sylish and posh.

Prime Attributes: Use Wisdom for mundane abilities and Charisma for magical abilities.

Powers: Genies are masters of magic, with hundreds of spells at their fingertips, whether to aid, amuse, confound, harm or enrich. Mostly, they are best known for granting wishes to mortals.

Challenges: A genie is linked to his magical lamp, where he must rest. He is also beholden to any mortal master who frees him from his lamp, and to whom he owes 3 services. Finally, he is tormented at times by a personal phobia.

Typical Alignment: Usually any neutral. Most genies learn to dispassionately carry out their mortal masters' orders. Only a few cling to particular notions of good and evil.

Multiclassing: Artificer, bard, elementalist, gallant or magus. You may select 1 of these classes to pursue under the multiclass option.

Powers

This immortal enjoys the following abilities.

Create Food and Water[M]: You conjure simple nutritious food and water to satisfy 3 persons or 1 mount. Costs 2 vitality.

Desert's Wrath[M]: Targets within a 10-ft-sphere within 60 ft suffer 1d6 damage per level (max 10d6). The damage is 50% fire and 50% sonic energy. Costs 2 vitality.

Disguise Self[M]: Your surface traits—hair color, garment style, gender, voice pitch, etc—transmute to grant you a +10 bonus on Disguise checks for 1 hour. You can grow or shrink 1 ft and modify your Comeliness by +/- 5 points. Costs 1 vitality.

Endure Elements[M]: You ignore effects of extreme temperature. You can exist comfortably in conditions between -40° and 140° F without harm. Your gear is also protected. This ability is continuously in effect even when you are unconscious.

Genie Skills: Apply a +3 bonus on 3 of the following skills: Acrobatics, Bluff, Craft, Disguise, History, Literacy, Music or Trick.

Grant Wish[M]: You can grant a person's wish. The person must utter, "I wish…" followed by a request. You cannot grant wishes to yourself, other genies, or any other creature type. A wish can duplicate any non-paragon class ability without error. It can provide gear or property worth up to 5,000 gp but the recipient permanently loses 5 vitality. You suffer 1 wound damage per round you own or touch even 1 cp of such wealth. The chance of success equals 70% + 1% per level, with failure indicating a negative outcome equivalent to an advanced tier ability (such as suffering 10d6 damage). Also, if you desire, if you win an opposed Literacy check, you cause commensurate harm to the wisher instead of a benefit. A creature is limited to 3 wishes total ever from you. You must be a genie to use this ability.

Immortal[M]: You do not age, do not need to breathe, eat or sleep, and cannot be raised from death if slain.

Invisible Step[M]: You are invisible for the remainder of your turn. Invisibility grants a +10 bonus on Stealth checks and blocks line of sight. Any attack made by you negates the effect. Costs 1 vitality.

Levitate[M]: When you concentrate as a standard action, you mentally move 1 target weighing up to 250 pounds a distance of 30 ft up or down. You can move yourself, a willing creature or an unattended object out to a distance of 60 ft. Costs 2 vitality.

Magic Lamp[C]: You own a Tiny magic lamp worth 5,000 gp that acts as a mobile home of sorts. It radiates faint magic and works as a mundane lamp to all but you. If you hold or are adjacent to the lamp and expend 2 vitality, you + 1 guest (another immortal, a person, or an animal) or up to 250 pounds of extra gear may move into a 15-ft-cube extradimensional chamber linked to the lamp that exists on the Astral Realm, from where you can leave at any time as a standard action, reappearing adjacent to the lamp. Alternatively, if a person within 30 ft utters your truename as you hold or attend the lamp, you are forced into it and cannot leave until any person utters your truename again or rubs the lamp 3 times. Unattended objects and natural phenomena such as water and wind cannot enter. The lamp holds up to 3 tons of gear total. Creatures do not age or require any nourishment or even air while in the lamp, as usual for the Astral Realm. You can see out of the lamp through a 5-ft circular dome in the ceiling when the lamp is unstopped. If the lamp is destroyed, a genie or craftsperson may replace it for 2,500 gp, 3 days work, and the spell Secret Chamber.

Minor Wish[M]: This works like Grant Wish (above) except you are limited to aiding 1 ally, inflicting 1d6 damage per level, or duplicating any 2 basic or 1 intermediate class ability, racial ability, or deity boon. Also, success only causes fatigue rather than exhaustion.

Resist Energy[M]: For 5 minutes, you or a touched ally enjoy +10 DR against 1 energy type, or +2 DR versus all energy types. Costs 1 vitality.

Tongues[M]: You can understand, fluently speak, and write a single language for 10 minutes. Costs 2 vitality.

Challenges

This immortal suffers the following challenges.

Bound to the Lamp: You start trapped in your Magic Lamp until a person utters your truename or rubs it 3 times, causing you to emerge adjacent to him. This person becomes your master. You cannot make attack rolls against him or otherwise seek to cause him harm. Instead, you must protect him until you have completed 3 tasks specified in 10 words or less by him, or until he is dead or repeats to you 3x, "I release you" with full free will and not under duress, at which time you have 1 month of freedom before you automatically return to your Magic Lamp and become trapped in it again (unless it is destroyed or it lies on another realm of existence, in which case you die). While you are free or bound to a master, you may enter and exit your Magic Lamp as a standard action when holding it or adjacent to it.

Compulsive Giving: Whenever you encounter an unfamiliar sentient creature and are not in combat, you are compelled to offer it at least 20 gp worth of goods. You needn't give more than 1,000 gp total over your lifetime.

High Maintenance: You have expensive taste and pay +20% on all purchases of goods and services except magic items.

Lamp's Rest: You must be in your lamp to regain hit points from sleep.

Minor Phobia: You suffer a -2 penalty on attacks and saves against 1 creature type, and a -10 penalty against 1 specific creature of that type. For example, the phobia might be against undead, specifically ghouls, or against animals, specifically mice. The source of the phobia often relates to your past mortal life.

Design Guide

You may apply all of this immortal's features at once, boosting the character's level by +4. Or you may apply features as a character progresses, as follows.

Level	Features
1	Bound to the Lamp, Endure Elements, Genie Skills, Lamp's Rest, Magic Lamp, Minor Wish, Resist Energy
2	Create Food and Water, Desert's Wrath, High Maintenance, Levitate, Minor Phobia, Tongues
3	Disguise Self, Grant Wish (but only 1/week)
4	Immortal, Invisible Step, Grant Wish

Mystic Werewolf

This immortal lycanthrope seeks to retain his humanity even as he falls to the moon's power.

Overview

Here is key information about this immortal.

Type: Mutant. You ignore abilities that only target persons and are affected by abilities that specifically target mutant creatures.

Appearance: As the mortal person you once were, but with vaguely canine features, body language, and scent.

Prime Attributes: Use Strength for mundane abilities and Wisdom for magical abilities.

Powers: You can transform into a wolf or a humanoid-wolf hybrid that is a true monster in combat. Even when not changed, you retain lupine skills such as detecting scents, leaping far distances, and moving with exceptional speed and agility.

Challenges: Once monthly, under a full moon, you may do terrible deeds during even as you strive to maintain a semblance of mortality. Also, you are harmed by silver.

Typical Alignment: Any except lawful good. Most werewolves are chaotic or evil.

Multiclassing: Barbarian, druid, ranger, shaman or shifter. You may select 1 of these classes to pursue under the multiclass option.

Powers

This immortal enjoys the following abilities.

Animal Magnetism: A targeted animal or person within 15 ft is friendly to you for 2 minutes. Will resists, with a +5 bonus to resist if the target is level 5+. While charmed, the target will not act in a way that brings harm to you, itself or it allies, nor will it follow you or fight on your behalf. You cannot dismiss the charm. If you treat the target well, it may remain friendly after the charm ends. This ability does not grant a shared language, nor can it alter the target's alignment. Costs 1 vitality.

Expert Trip: As a move action, an adjacent foe is knocked to the ground, suffering 1d6 damage and making it prone. Reflex resists. You enjoy a +5 bonus when initiating or resisting a trip.

Feral Senses: You gain low-light vision. Also, boost Perception checks by +5.

Grapple: You grapple an adjacent foe up to 1 size larger than yourself when you beat its Fortitude and have a free hand. A grappled foe cannot move and can only use a Light melee weapon already in hand. Each round, you must expend a move action to maintain the grapple, and the foe can try to beat the your Fortitude as a standard action to break the grapple. You may block a grappled foe's mouth with 1 hand to prevent speech.

Hybrid Form[M]: For 5 minutes, you become a wolf-person hybrid to gain several benefits. Boost your land speed by +10 ft. You grow a hairy magical hide that grants +4 DR. You grow a sharp toothy snout that delivers 3d6 damage and sharp claws that deliver 3d4 damage. You may use the 1 bite or 2 claws, but not both, without penalty; or you may attack with all 3 but with a -2 penalty on all attack rolls that round. Moreover, when your 2 claws attacks hit, you inflict 1d3 wound damage. When the effect ends, you heal all wound damage except 1 point's worth of scratches and such. Costs 5 vitality.

Immortal[M]: You do not age, do not need to breathe, eat or sleep, and cannot be raised from death if slain. You lose your immortality if you lose your Werewolf Curse.

Jump[M]: You leap outward, downward or upward up to 30 ft as a standard action without a running start, Athletics check, or fear of harm on impact. Costs 1 vitality.

Mystic Ritual[M]: Once daily you may conduct a 1-minute ritual to summon a wolf spirit and tap its powers. You enjoy a +2 bonus on Survival checks and know for 24 hours 1 intermediate magic ability or 2 basic magic abilities listed under the druid or shaman classes. Requires Animal Magnetism.

Resist Cold: You ignore effects of cold. You enjoy +2 DR against cold damage and you can exist comfortably in conditions as low as -40° F without having to resist using Fortitude. Your equipment is also protected. This ability is continuously in effect even when you are unconscious.

Scent: You can detect creatures' presence within 30 ft by sense of smell. If a creature is upwind, the range increases to 60 ft. If it is downwind, the range drops to 15 ft.

Werewolf Prowess: Boost Fortitude and Reflex by +2.

Wolf Empathy: Apply a +5 bonus on Handle Animal checks or a +10 bonus involving natural and magical wolves.

Wolf Form[M]: You can take the form of any kind of wolf (RMG, page 170) for up to 1 hour provided it's living and its level is equal to or less than your own. You retain your alignment, intelligence, saves, and vitality points but otherwise acquire the animal's statistics. Changing to or from wolf form is a move action that destroys all mundane clothing, merges magic items into your new form, and leaves behind all other gear. The wolf form radiates faint magic. Costs 2 vitality.

Wolf Skills: You enjoy a +5 bonus on Acrobatics, Athletics, Insight, Intimidate, Stealth, and Survival checks.

Challenges

This immortal suffers the following challenges.

Bound by Silver: When placed in silver manacles or similar restraints made of silver, you cannot break them by mundane means and cannot use your magic abilities.

Lycan Limitations[M]: You cannot cross through water more than 5 ft wide or approach within 5 ft of silver objects. If you enter water against your will, such as being thrown in or forcibly submerged, then you must swim to the nearest shore.

Strange Attraction: Each month you develop an irrational attraction to a random townie as a lover or rival (50% chance of either). The person starts off neutral to you. You must spend 1 conscious hour with the person daily within 30 ft or suffer a -2 penalty on d20 rolls for 24 hours. This attraction lasts 1 month or until you receive offspring (if lover) or kill the person (if rival).

Weak with Silver: You have DR 0 against silver weapons, and such weapons always deliver maximum damage. Even touching a silver object inflicts 1 wound damage per round to you.

Werewolf Curse[M]: At dusk under a full moon you involuntarily activate Hybrid Form with no vitality cost. Also, you gain abilities listed under werebeast lord (RMG, page 167). Transforming takes 1 minute, destroys all nonmagical gear, and causes you to howl in agony (heard to up 120 ft away). Magical gear falls off, undamaged. The new form lasts until daybreak (typically, 9 to 12 hours) and you awaken 2d12 miles away (unless caged), naked, and with no knowledge of the night's events. The transformation to and from this form heals all but 1 point of wound damage. The transformation does not regenerate limbs but it does cure disease and poison effects. In this form, you are chaotic evil and seek to slay the nearest good-aligned person. Each time you slay someone, you must resist using Will or move 1 step closer to chaotic evil even while in your normal form.

You can escape this challenge in 2 ways. First, a Miracle or Wish can negate this challenge, and doing negates being Immortal (above). Alternatively, you must devote 1 level of experience as if taking a kit (see page 10). This involves a long, grueling, soul-searching, and esoteric walk-about that also grants a +2 bonus on Arcana, Endurance, History, Religion, and Survival checks.

Design Guide

You may apply all of this immortal's features at once, boosting the character's level by +4. Or you may apply features as a character progresses, as follows.

Level	Features
1	Animal Magnetism, Feral Senses, Grapple, Jump, Resist Cold
2	Mystic Ritual, Scent, Strange Attraction, Wolf Form, Wolf Skills
3	Hybrid Form, Lycan Limitations, Wolf Empathy
4	Bound by Silver, Expert Trip, Immortal, Weak with Silver, Werewolf Curse, Werewolf Prowess

Phrenic Alien

This aquatic spawn of extradimensional elder minds from beyond the Void of stars hungers for brains.

Overview

This immortal has the following key statistics and background.

Type: Aberration. Your creature type changes from person to aberration. You ignore abilities that only target persons and are affected by abilities that specifically target aberrations.

Appearance: As the person you were in mortal life but with moist, glistening skin, a faint outline of gills, and black ooze for blood.

Prime Attribute: Use Constitution for mundane abilities and Intelligence for magic abilities.

Powers: You can breathe and swim in water, sprout a nasty squid-like beak, read others' minds, project psychic terror, and lash out with a mass of grappling tentacles.

Challenges: As an aquatic being, you fear dry places, need an hour each day in water, and suffer horribly in fire. Far worse, you hunger for fresh brains to nourish your psychic powers.

Typical Alignment: Usually chaotic and/or evil, though any alignment is possible.

Multiclassing: Battlemind, elementalist, magister, psion or savant. You may select 1 of these classes to pursue under the multiclass option.

Powers

This immortal enjoys the following abilities.

Alien Form[M]: For 2 minutes, you acquire a nightmarish form of ooze-slick skin, lashing tentacles, and unnatural resilience. You gain DR 5 (or +2 if wearing armor), a +5 bonus on Strength-based checks, darkvision, fast healing 2, and a nest of tentacles that grant you 4 bonus melee attacks per round at a -2 penalty on your attack roll. Each tentacle has a 10 ft range and inflicts 2d6 damage. You cannot use the tentacles to wield weapons or manipulate other objects, though they grant you a +5 bonus to attack or resist using Improved Grapple. Costs 5 vitality.

Alien Skills: You enjoy a +3 bonus on Athletics, Bluff, Disguise, Insight, Nature, and Survival checks.

Brain Harvester: You enjoy a +5 bonus on Heal checks. Also, you can harvest an adjacent person's brain, killing him, after 2 minutes of work, or 3 rounds using a slashing weapon or Squid Beak. You cannot harvest from a person who has been dead more than 2 minutes, or from a live person that is not helpless, fully restrained, or willing. The brain counts as fresh for 1 hour unless you use Preserve.

Brain Wise[M]: As a swift action, you silently draw upon the knowledge from past brains you've consumed to gain insight and resolve. The chance you receive a benefit equals 30% + 2% per level. Success grants you a +5 bonus on your next skill check. Failure grants a +2 bonus. Requires Brain Harvester. Costs 1 vitality.

Detect Thoughts[M]: You note the presence or absence of thoughts (from conscious, sentient creatures) within a 60-ft cone. After concentrating for a second round, you learn the number of thinking minds and the Intelligence of each. After concentrating for a third round, you "hear" the current surface thoughts of 1 creature of your choice within range for 2 minutes if you beat its Will. Costs 2 vitality.

Dimension Step[M]: You vanish and reappear up to 30 ft away in an open space of your choice within line of sight. After you arrive, you are dazed for the rest of your turn. You can take gear or an ally weighing up to 250 pounds. Costs 2 vitality.

Feral Senses: You gain low-light vision. Also, apply a +5 bonus on Perception checks.

Id Insinuation[M]: A sentient foe within 30 ft is stunned for 1d4 rounds. Will resists. Costs 2 vitality.

Immortal[M]: As a phrenic alien, you do not age, do not need to breathe, eat or sleep, and cannot be raised from death if slain.

Improved Grapple: You grapple an adjacent foe up to 1 size larger when you have 1 free hand and beat the foe's Fortitude. You enjoy a +5 bonus to initiate or resist grappling. A grappled creature cannot move from its space and can only use a Light melee weapon that is already in hand. Each round, you must expend a move action to maintain the grapple, and the foe can try to beat your Fortitude as a standard action to break the grapple. If you desire, you can block a grappled foe's mouth with 1 hand to prevent speech.

Prey Link[M]: You can form a telepathic link for 5 minutes with a sentient foe within 30 ft. Will resists. Once the bond is formed, it works out to 2 miles. You can maintain only 1 bond at a time. Costs 1 vitality.

Psychic Guise[M]: You acquire the appearance of 1 touched corpse of a person or immortal, granting you a +15 bonus on Disguise checks to look like that target for 1 hour. Costs 1 vitality.

Resist Cold: You enjoy +5 DR against cold energy.

Squid Beak[M]: As a swift action you hide or show a squid beak that delivers 1d6 damage (or 1d4 if you are Small). Reflex resists your bite attacks.

Squid Shape[M]: You briefly acquire the appearance and statistics of a mundane squid with a level up to ½ your own. You retain your Intelligence, alignment, vitality points, and magic abilities. You can end the effect as a swift action and regain 1d4 wounds when doing so. If you fall unconscious or die, you return to your normal form. Costs 2 vitality for 5 minutes, or 5 vitality for 1 hour.

Swim Spell[M]: For 5 minutes, you gain a Swim speed of 30 ft. Also, you enjoy a +10 bonus on Athletics checks in water. Costs 1 vitality.

Water Breathing[M]: You can breathe in water as easily as in air for up to 4 hours + 1 hour per level over a 24 hour period. You can use the hours nonconsecutively and may expend hours to grant touched allies the ability to breathe water too. Costs 2 vitality.

Challenges

This immortal suffers the following challenges.

Bound by Jade: When placed in jade manacles or similar restraints made of jade, you cannot break them by mundane means and cannot use your magic abilities.

Brains Dependency: You hunger for intelligent brains. You must consume a number of Intelligence points worth of persons' brains each month equal to your Intelligence score. Otherwise, all of your mental attributes decrease to match the total Intelligence points consumed, to a minimum score of 5. Only a Miracle or Wish can negate this curse, and doing negates being Immortal (above).

Daily Bath: You must spend 1 hour each day immersed in water or suffer a -5 penalty on your maximum vitality for 24 hours. A quick 5 minute immersion reduces the penalty to -3.

Fire Weakness: You suffer 2x damage from fire and heat.

Horrid Offspring: Your romantic liaisons with a person always result in offspring, which is a squid or aberration, or a scrum thereof, with total levels equal to ½ your own or the other parent's, whichever is higher. See RMG page 211 for options. For each level, the pregnancy takes 1 day and birthing inflicts 1d4 wound points.

Weak with Jade: You have DR 0 against jade weapons, and such weapons always deliver maximum damage. Even touching a jade object inflicts 1 wound damage per round to you.

Design Guide

You may apply all of this immortal's features at once, boosting the character's level by +4. Or you may apply features as a character progresses, as follows.

Level	Features
1	Brains Dependency, Brain Harvester, Brain Wise, Id Insinuation, Immortal, Prey Link
2	Alien Skills, Detect Thoughts, Psychic Guise
3	Daily Bath, Feral Senses, Fire Weakness, Resist Cold, Squid Beak, Squid Shape, Swim Spell, Water Breathing
4	Alien Form, Bound by Jade, Dimension Step, Horrid Offspring, Improved Grapple, Weak with Jade

Restive Vampire

This glamorous, bloodthirsty undead prowler of the night clings to his humanity.

Overview

Here is key information about this immortal.

Type: Undead. You ignore abilities that only target persons and are affected by abilities that specifically target undead creatures.

Appearance: As the mortal person you once were but with pale skin, taut features, small fangs, and a strong sensitivity to sunlight. You are recognized as normal as your original self.

Prime Attributes: Use Strength for mundane abilities and Charisma for magical abilities.

Powers: As undead, vampires ignore much of what ails mortals and enjoy keen senses and exceptional physical prowess. They are also quite charming, to lure prey.

Challenges: Vampires suffer in daylight, cannot cross water or abide silver, and must gain permission to enter a private abode. Worse, they experience a ravenous hunger and must drink fresh blood to sustain their vitality and beauty.

Typical Alignment: Usually evil, though some neutral vampires exist.

Multiclassing: Any. Select any 1 class to pursue under the multiclass option.

Powers

This immortal enjoys the following abilities.

Bite: An adjacent target suffers 1d6 damage from your bite. Fortitude resists.

Blood Communion[M]: Once daily, after 1 minute of using your fangs or a fine blade to trade blood with a person, you each heal 2d6 vitality. Or, one of you heals 4d6 vitality.

Blood Drain: When you start your turn holding a grappled person, you may bite him and drain his blood as a standard action. He suffers 1d4 wound points and is fatigued, or exhausted if fatigued, or unconscious if exhausted. For each round of draining blood, you regain 5 wound points and your maximum vitality is also restored to normal, if necessary.

Charm Person[M]: A targeted person within 15 ft is friendly to you for 5 minutes if you beat his Will. While charmed, a person will not act in a way that brings harm to you, himself or his allies. Otherwise, he will follow you and respond aggressively to creatures that threaten you. You can dismiss the charm as a swift action. If you treat the person well, he may remain friendly after the charm wears off. This ability does not grant a shared language, nor can it alter a person's alignment. Costs 1 vitality.

Dark Skitter[M]: You can climb walls and such, but only in unlit areas. You enjoy a climb speed of 30 ft in darkness, 15 ft in shadow, and 0 ft in lighted areas.

Empathic Blood Link[M]: As a swift action, you establish an empathic link for 24 hours with an adjacent person who benefits that same round from your Blood Communion or Healing Blood ability. The link conveys general mood (weal, woe, or neutral) but no other information. The link works over any distance but not across realms of existence. Costs 1 vitality.

Healing Blood[M]: An adjacent living creature heals 1d4 wounds. Costs 1 vitality.

Hustle: As a swift action up to 1/round, you gain a bonus move action. Requires Blood Lust and Vampire Skills. Costs 1 vitality.

Improved Grapple: You grapple an adjacent foe up to 1 size larger than you when you have 1 hand free and beat the foe's Fortitude. You enjoy a +5 bonus to initiate or resist grappling. A grappled creature cannot move and can only use a Light melee weapon already in hand. Each round, you must expend a move action to maintain the grapple, and the foe can try to beat your Fortitude as a standard action to break the grapple. You may block a grappled foe's mouth with 1 hand to prevent speech.

Necrotic Slam[M]: An adjacent target suffers 1d6 bludgeoning damage + 1d6 necrotic damage per level (max 5d6). Fortitude resists for ½ damage. Costs 1 vitality.

Night Vision: You gain darkvision to see in darkness as easily as in daylight. If you already possess that, you enjoy nethersight instead and are able to see normally even in magical darkness.

Romantic: Apply a +5 bonus on Diplomacy checks, or +10 in romantic situations.

Slam: An adjacent target suffers 1d6 damage. Reflex resists.

Undead Traits: You ignore all ailments including disease and poison. You need not breathe, eat or sleep and enjoy a +5 bonus on Endurance checks. You regain wound points from necrotic energy, regain no wound points from rest, and are harmed by holy and healing magic on a point-for-point basis. You are immortal and cannot be raised from death if slain.

Vampire Skills: Boost Acrobatics, Athletics, Insight, Intimidate, Perception, and Stealth checks by +5.

Vile Aura[M]: Apply +2 DR if wearing no armor and the attack does not use silver.

Challenges

This immortal suffers the following challenges.

Blood Dependency: Each day you go without any fresh warm blood, reduce by 5 your current and maximum vitality points. This effect stacks up each passing day. You cannot fall below 0 vitality or suffer wound damage from lack of blood.

Bound by Silver: When placed in silver manacles or similar restraints, you cannot break them and cannot use your magic abilities.

Daylight Fatigue: You suffer a -5 penalty on Perception checks in natural daylight. You also suffer 2 vitality damage per round (no save, bypasses DR) while exposed to natural daylight, and are dazed for 1 round upon first exposure to natural daylight.

Grave's Rest: When you sleep, you must rest in a coffin sprinkled with at least 10 pounds of earth, or you must be immersed in earth. Otherwise, you do not heal normally.

Sentiment: The first time you target a specific person with 15+ Charisma or 15+ Comeliness, roll d6: 1-3) proceed normally, 4-5) cannot attack that person for 24 hours, 6) cannot attack that person for 1 month or until you advance in level.

Shame: Each day you go without blood, adjust your Comeliness by -1 (minimum 3). Your Comeliness returns to normal when you return to full vitality after feeding (see Blood Drain above).

Slain by the Stake: You are permanently slain when your head is severed or your heart is pierced as represented by a critical hit or coup de grace delivered by a stake or similar wooden piercing weapon.

Vampiric Restrictions[M]: You may not enter a consecrated area such as a church, enter a private dwelling without being invited by a person, or cross over or through an area of running water.

Vampiric Visage[M]: Your twisted shadow moves on its own, and your image never appears in a mirror or any other reflective surface.

Design Guide

You may apply all of this immortal's features at once, boosting the character's level by +4. Or you may apply features as a character progresses, as follows.

Level	Features
1	Bite, Hustle, Necrotic Slam, Night Vision, Romantic, Sentiment, Slam
2	Blood Dependency, Blood Drain, Empathic Blood Link, Shame, Vampire Skills
3	Blood Communion, Charm Person, Dark Skitter, Daylight Fatigue, Healing Blood, Improved Grapple, Slain by the Stake, Vampiric Visage
4	Bound by Silver, Grave's Rest, Undead Traits, Vampiric Restrictions, Vile Aura

Scarred Prophet

This disabled spellcaster channels dark voices, ancient urges, and strange spirits to learn shattering secrets.

Overview

Here is key information about this immortal.

Type: Mutant. You ignore abilities that only target persons and are affected by abilities that specifically target mutant creatures.

Appearance: As the mortal person you once were, but with an obvious disability such as damaged eyes, gimpy leg or advanced age.

Prime Attributes: Use Constitution for mundane abilities and Wisdom for magical abilities.

Powers: As a servant of the gods, you know much. You can divine the immediate future, answer difficult questions, bless allies, detect poison, sense danger, speak in tongues, and pronounce prophecies that are so powerful that listeners are literally stunned.

Challenges: Prophets are pawns of the gods, and the most powerful among them suffer multiple curses as they end up serving the ends of many gods in conflict. Woe to the prophet who dies without the close protection of his favored deity.

Typical Alignment: Usually true neutral, though some prophets are strongly aligned to their deity.

Multiclassing: Cleric, magus, priest, sage or warlock. Select any 1 class to pursue under the multiclass option.

Powers

This immortal enjoys the following abilities.

Augury[M]: You gain insight regarding an immediate choice you face such as whether to open a chest or enter a room. You receive an answer of weal (good fortune), woe (bad fortune), or unclear (mixed fortune). The chance you receive an answer equals 70% + 1% per level. The answer is based on the likely outcome within the next 10 minutes. Costs 2 vitality.

Constellation Power[M]: After a 1-minute ritual with an adjacent person, you activate his destiny, such that he enjoys a +1 bonus on d20 rolls during the month and hour indicated by his birth sign or deity's sign, and he suffers a -1 penalty on d20 rolls during the crossed sign or signs. The effect lasts 24 hours. If the month and hour coincide, the bonus is +2. A person can benefit once daily from this ability. Costs 1 vitality, or 2 vitality to grant a +2 bonus.

Sign	Month of Year	Hours of Day	Deities	Crossed Sign
Portal	1	0-2	Kronos, Labat, Voktra	Spider
Spider	2	2-4	Lilith, Rorax, Xyzok	Portal
Tree	3	4-6	Majareet, Modikar, Tanish	Ghoul
Angel	4	6-8	Absolom, Esmariah, Iris	Fiend
Knight	5	8-10	Dazo, Mithrais, Stolgar	Dragon
Crown	6	10-12	Baal, Minerva, Solari	Lute
Lute	7	12-14	Corvis, Mikulishna, Shirvna	Crown
Dragon	8	14-16	Greenwyrm, Palendine, Tiamat	Knight
Fiend	9	16-18	Asmodius, Phane, Yaba	Angel
Ghoul	10	18-20	Nefriti, Noctoriun, Thulzuur	Tree
Genie	11	20-22	Beyos, Iblis, Maiya	Wolf
Magi	12	22-24	Anubis, Nornir, Yeurgit	Star
Wolf	13	* note	Ezri, Grungar, Maurob	Genie
Star	—	—	Cosmina, Cthulhu, Ymuri	Magi

* Note: The wolf wanders. Each year, it replaces a different sign (roll d12).

Contact Other Realm[M]: Once daily, during a 1-hour ritual, you receive a response (yes/no/maybe/irrelevant) from an otherworldly being, either a deity or divine servant, regarding up to 3 questions phrased in 10 words or less. Costs 3 vitality per question.

Danger Sense: When you make an initiative check, roll 2x and take the higher of the 2 rolls.

Detect Poison[M]: You learn whether poison is present or absent within a 15-ft cone. If you scan the same area a second time, you learn the exact location (within 5 ft) and type of poison present. Costs 1 vitality.

Gods Lore: You enjoy a +10 bonus on Religion checks.

Great Vestment[M]: You bless a sash or robe. It bestows +5 bonus to the wearer's DR for 2 minutes. You can maintain 1 holy vestment at a time, and a creature only benefits from 1 vestment at a time. This does not stack with other "Vestment" abilities. Costs 2 vitality.

Healer[M]: An adjacent ally heals 1d4 wounds. Costs 1 vitality.

Ideal Moment[M]: Once daily as a move action, boost the next attack roll that round by +10 for you or an adjacent ally. Requires Augury. Costs 1 vitality to aid an ally.

Immortal[M]: You do not age, do not need to breathe, eat or sleep, and cannot be raised from death if slain.

Mental Barrier: Permanently boost your Will by +5.

Prophet Skills: You enjoy a +3 bonus on Appraise, Diplomacy, Heal, History, Insight, and Perception checks.

Thundered Prophecy[M]: Sentient foes within a 30-ft sphere around you are stunned 1d4 rounds. You must be able to speak and they must be able to hear and understand you. Will resists. Requires Whispered Prophecy. Costs 5 vitality.

Tongues[M]: You can understand, fluently speak, and write a single language for 10 minutes. Costs 2 vitality.

Whispered Prophecy[M]: A sentient foe within 30 ft is stunned for 1d4 rounds. Will resists. The target must be able to understand you. Costs 2 vitality.

Challenges

This immortal suffers the following challenges.

Awkward Body: You suffer a -5 penalty to your land speed.

Cursed Birth: Learn the signs of your birth month and birth hour and of your deity sign, per the table at left. When those signs rule, apply a -1 penalty on your d20 rolls, or a -2 penalty when the month and hour coincide, or a -3 penalty when the deity also coincides.

Gods Pawn: As a conduit of the divine, you have attracted your share of unwanted attention, if not wrath, from some deities and their agents. If you die, you must resist using Will against attack d20 + your level or end up in a realm of existence with a deity that is antithetical to your alignment and deity, such as ending up with Asmodius (lawful evil) rather than Iris (chaotic good). A Miracle or Wish can negate this challenge.

Limited Senses: You suffer a -10 penalty on Perception checks as you experience difficulty seeing, hearing, smelling, and otherwise sensing the physical world around you. Moreover, you lack line of sight to targets beyond 30 ft. This is partly because your mind is often elsewhere as you listen to otherworldly spirits and partly because gods have cursed you in a variety of ways.

Vow: When first becoming a prophet, select 1 vow such as not speaking, having sex, accepting money or attacking others. On days you fail to keep the vow, you lose access to your Great Vestment.

Wrongness: You are odd in appearance and habits and tend to pronounce insights that are true but also inappropriate to the situation. Apply a -3 penalty on all Charisma-based skill checks.

Design Guide

You may apply all of this immortal's features at once, boosting the character's level by +4. Or you may apply features as a character progresses, as follows.

Level	Features
1	Augury, Danger Sense, Prophet Skills, Vow
2	Contact Other Realm, Great Vestment, Limited Senses, Mental Barrier, Tongues, Whispered Prophecy
3	Awkward Body, Detect Poison, Healer, Ideal Moment, Thundered Prophecy, Wrongness
4	Constellation power, Cursed Birth, Gods Lore, Gods Pawn, Immortal

Tyro Devil

A tyro devil is a fiend that serves a time of training in the Mortal Realm to damn souls.

Overview

Here is key information about this immortal.

Type: Fiend. Your creature type changes from person to fiend. You ignore abilities that only target persons and are affected by abilities that specifically target fiendish creatures.

Appearance: Similar to a tiefling, you appear as you did in mortal life and may show or hide traits such as horns, infernal skin, and black eyes.

Prime Attributes: Mundane attacks use Strength while magic attacks use Intelligence.

Powers: You can form contracts with mortals, holding their souls in exchange for power, and perhaps damning them. You enjoy immortality, fiendish traits, and the ability to communicate and visit with mortals.

Challenges: You serve a terrible fiendish master and constantly work to fill a quota of souls. Holy water harms you. Frustratingly, you can only harm mortals by contract.

Typical Alignment: Any evil. Even if you tend toward chaos, you are under the thumb of a devilish master and forced to live within the straightjacket of infernal order.

Multiclassing: Blackguard, fighter, invoker, rogue or warlock. You may select 1 of these classes to pursue under the multiclass option.

Powers

This immortal enjoys the following abilities.

Broker Devil: You start knowing the truename of 1 standard level 9 devil (RMG, page 60-63), typically a barrister or nighthag, with which to trade souls. As a devil, it has Visitation like you.

Devilish Skills: Boost Arcana, Bluff, Intimidate, Literacy, Religion, and Stealth checks by +3.

Devil's Contract[M]: Up to 3/day, you can seal a bargain with a willing person (no other creature type). You hold a lien on the person's soul and grant him 4 basic abilities, 2 intermediate abilities, or 1 advanced ability of his choice from any class, or boons from your deity, for a period of 24 hours. Alternatively, the bargain requests the death of another person, a gift of 1,000 gp, the granting of a noble title, or the carrying of your child (a tiefling). If the contract signer dies while the contract is in effect, his soul typically proceeds to your master's realm (see Infernal Master below) as a slave and cannot be restored to life by any means except a Wish or Miracle. Otherwise, after 24 hours the contract ends and the person is free. You may sell someone's soul, or lien on a soul, to another devil or to a mortal for an amount equal to 100 gp x (soul's level)^2. Costs 5 vitality.

Devil's Smite: As a swift action, apply +1d4+1 vile wound damage to 1 of your attacks made that same round. Costs 2 vitality.

Horns and Talons[M]: As a swift action you may hide or show infernal natural weapons such as horns and talons that collectively inflict 1d4 damage. Reflex resists.

Immortal[M]: As a devil, you do not age, do not need to breathe, eat or sleep, and cannot be raised from death if slain.

Infernal Gout[M]: Creatures within a 15-ft cone suffer 1d6 fire damage per level (max 5d6), or ½ damage when Reflex resists. Costs 1 vitality.

Night Vision: You gain darkvision to see in darkness as easily as in daylight. If you already possess that, you enjoy nethersight instead and are able to see normally even in magical darkness.

Resist Hell's Ire[M]: Boost DR by +5 to resist fire and saves by +5 to resist poison.

Sending[M]: You send a message of 25 words or less to any living creature you have met before and know by name and is presently located in the same realm of existence. Costs 5 vitality.

Vile Skin[M]: As a swift action, you hide or show supernaturally tough skin to enjoy +2 DR. The skin is strongly colored such as vile green, blood red, or charcoal black.

Visitation[M]: Once daily, you can unerringly move yourself to a person or fiend in any realm of existence who has just uttered your truename. You can transport up to 250 pounds of gear or 1 Medium or smaller creature with you. You automatically return to your departure point after 1 hour unless magically trapped.

Challenges

This immortal suffers the following challenges.

Devilish Deity: Select a lawful evil or neutral evil deity such as Asmodius, Lilith, Nefriti, Phane or Rorax. You can change to a different qualifying deity, but no mundane or magical means can change to any non-qualifying deity.

Harmed by Holy Water: You suffer 2d4 damage from a direct hit by a single vial of holy water. See RPG, page 162 for details on using holy water.

Infernal Invitation[M]: Whenever you advance in level, you must perform a 10-minute ritual to join your Infernal Master in a supernatural 30-ft-cube spartan private sanctum without exits. Until you do so, you cannot advance in level. The ritual transports you both to this place to meet for 1 hour. During this time, you may a) speak with your master as a "neutral act", b) embrace him in intimate union as an "act of sin" to gain a gift worth 100 gp per level, c) offer him a gift worth 100 gp per level as an "act of weal", or d) engage him in combat to the death as an "act of woe". If you slay your master, you are free of him, though you eventually acquire a new master as usual when advancing in level. This sanctum is also where you go if banished by Exorcism. Costs 5 vitality.

Infernal Master: You gain a devil (RMG, page 60) as a patron. The devil is a standard devil if you are level 8 or lower, a balor devil if you are level 9 to 15, and a balor devil prince if you are level 16+. Whenever you rise to equal your master's level, you gain a new, more powerful master. The master resides in the same realm of existence as your Fiendish Deity, such as Gehenna for Asmodius, Hades for Lilith, Tartaros for Nefriti, Acheron for Phane, or Nonesuch for Rorax. The master doesn't help you, but you require him for abilities such as Infernal Invitation and Quota of Souls.

Oath of Unharm: Against a person, you can only make 1 attack roll against him for each attack roll he has made against you, unless commanded by a deity or a Devil's Contract with a person.

Quota of Souls: You must collect souls for your master using Devil's Contract (above). Your quota is 1 per month, 13 per year, and 666 in total before you are free of him. You cannot sell these souls for your benefit. Souls that you collect beyond your quota are yours to sell or otherwise do as you please.

Vile Torture[M]: If you fail to meet your Quota of Souls by the appointed time, you are immediately sucked through a magic gateway that traps you in a punishing torture chamber at your master's abode. You remain there for 2 minutes, or for 3 rounds if you resist using Will against the patron's attack roll, suffering 1d6 damage per round (bypasses DR) or expending 1 faith point per round (chose which each round) after which you return to your departure point if you are still alive or vanish forever if the torture killed you.

Design Guide

You may apply all of this immortal's features at once, boosting the character's level by +4. Or you may apply features as a character progresses, as follows.

Level	Features
1	Devilish Deity, Devilish Skills, Horns and Talons, Infernal Gout, Infernal Invitation, Infernal Master, Night Vision, Oath of Unharm, Visitation
2	Devil's Contract, Quota of Souls, Resist Hell's Fire, Vile Torture
3	Harmed by Holy Water, Sending, Vile Skin, Vile Smite
4	Broker Devil, Immortal

Unbound Ghost

An unbound ghost is the spirit of a dead person who refuses to retire to the afterlife.

Overview

Here is key information about this immortal.

Type: Undead. Your creature type changes from person to undead. You ignore abilities that only target persons and are affected by abilities that specifically target undead creatures.

Appearance: Exactly as you appeared in mortal life at the moment of your death, including any visible wounds.

Prime Attributes: Mundane attacks use Dexterity while magic attacks use Charisma.

Powers: You are incorporeal. You pass through barriers and can spy on much while unseen. Affecting the physical world is hard though you can move light objects, detect the pulse and thoughts of the living as you track them, and recall some of your former life skills.

Challenges: Moving in daylight is difficult. Also, you are keyed to your place of death, find it hard to move far from it for long, and must revisit it to heal. Finally, you must resolve your purpose for lingering and contend with your personal doorway.

Typical Alignment: Any. Anyone may linger for good or ill. However, the longer a ghost resists passing on to the afterlife, the more taint he acquires and may go insane.

Multiclassing: Bard, necromancer, shadowcaster, shaman or voidmage. You may select 1 of these classes to pursue under the multiclass option.

Powers

This immortal enjoys the following abilities.

Death's Meditation: Once daily you can meditate for 1 minute on the terrible or glorious circumstances of your own death to heal 4d6 vitality.

Detect Living[M]: You learn whether an adjacent creature is alive.

Ghost Walk: You enjoy a fly speed of 30 ft in darkness, 10 ft in shadow, and 0 ft in light. Also, reduce your land speed to 10 ft if you are Medium or 5 ft if you are Small.

Illusionist[M]: You can conjure 4 torch-like orbs, 1 humanoid apparition, 4 voices, 1 loud animal or machine noise, or a series of amusing stage tricks. The effects last 5 minutes, remain within 30 ft, and do not cause damage or require a save, though they might fool the unwary.

Incorporeal Traits[M]: You are naturally incorporeal. Mundane attacks against you have a 90% miss chance and magic attacks have a 50% miss chance. You cannot handle solid objects, can pass through solid objects such as walls, may choose to be invisible to enjoy a +10 bonus on Stealth checks, and must materialize to make attack rolls. Materializing and dematerializing are swift actions that cost 5 vitality each.

Indestructible[M]: One week after being slain as a ghost, you return to your state of unlife with 1 wound point. This ability fails if your original bodily remains are burned to ash using salt (requires 2 minutes plus 1 vial of salt and a source of fire).

Mage Hand[M]: With the power of your mind you can move a single unattended object weighing up to 5 pounds within 30 ft of you. You can move the object up to 10 ft.

Memory's Pail: Select any 2 skills except Perception or Stealth. Boost these skills by +2. Also, you enjoy a +2 bonus on Survival checks or +5 when tracking persons.

Necrotic Touch[M]: An adjacent living foe suffers 1d6 necrotic damage per level (max 5d6). Will resists for ½ damage. Costs 1 vitality.

Night Sneak: Boost Perception and Stealth checks by +5.

Night Vision: You gain darkvision to see in darkness as easily as in daylight. If you already possess that, you enjoy nethersight instead and are able to see normally even in magical darkness.

Slam Attack: An adjacent target suffers 1d6 damage if you beat its Reflex. You must be materialized (see Incorporeal above) to affect a corporeal target.

Undead Traits: You ignore all ailments including disease and poison. You need not breathe, eat or sleep and you enjoy a +5 bonus on Endurance checks. You regain wound points from necrotic energy, regain no wound points from rest, and are harmed by holy and cure energy on a point-for-point basis. You are immortal and cannot be raised from death if slain (but see Indestructible above).

Challenges

This immortal suffers the following challenges.

Descent into Madness: Each time you fall below 0 hit points, you gain 1 taint point. When your taint exceeds your Wisdom score, you go insane.

Personal Doorway: You have a personal door, an opaque portal of unique color and design that leads to your final destination in the afterlife. Each time you advance in level, on each anniversary of your death, and 1 in 4 times after a combat encounter, your door appears in a random visible location within 15 ft. It is incorporeal. Seeing the door is a shock, dazing you for 1d4 rounds, after which you may spend 1 vitality and a move action to open the door (if you are incorporeal) and then either close it to heal 1d4 wound points or pass through it to end your ghostly existence and go to your afterlife.

Revitalize in Peace: To gain sleep's healing benefits as a person would, you must remain quietly within 120 ft of your place of death for 6 hours, or spend 24 hours in total quiet rest in any other place. Events that would normally disrupt a good night's sleep disrupt you as well.

Salt Barrier: You cannot touch, break or pass a line of salt. Typically, salt is laid in a circle or square to enclose an area. Breaking a salt line or laying a 5-ft salt line is a standard action by an adjacent creature. Other attacks such as by spells may break a salt line.

Salt Vulnerability: Ammunition, weapons, and other items coated in salt act as poison to you, delivering 1d4 wound damage + an additional 1d4 wound damage 2 minutes later (Will negates) beyond other damage dealt. Moreover, the initial damage also stuns you for 1d4 rounds.

Task of Vengeance: When your original killer is slain or dies a natural death, your Personal Doorway automatically opens (see Personal Doorway above) allowing you to heal all damage if you close it or end your existence as a ghost if you pass through it.

Unbound by Death: Normally a ghost cannot move more than 120 ft from its place of death until it completes its Task of Vengeance (above), after which it may roam freely up to 10 miles per level from its place of death. However, you are unbound and may expend 1 vitality per mile of moving around beyond this limit.

You can escape this challenge in 3 ways. First, a Miracle or Wish can negate this challenge, and doing negates Undead Traits (above), giving you an odd kind of mortal life stuck in ghostly realms. Alternatively, you must devote 1 level of experience as if taking a kit (see page 10). This involves a long, grueling, soul-searching, and esoteric walk-about that also grants a +2 bonus on Arcana, Endurance, History, Religion, and Survival checks. Finally, as a 3rd option, you can perform an 8-hour ritual that costs 5,000 gp in special materials that vanish when the ritual is complete.

Design Guide

You may apply all of this immortal's features at once, boosting the character's level by +4. Or you may apply features as a character progresses, as follows.

Level	Features
1	Night Sneak, Night Vision, Personal Doorway, Revitalize in Peace, Slam Attack, Task of Vengeance, Unbound by Death, Undead Traits.
2	Death's Meditation, Illusionist, Memory's Pail, Necrotic Slam
3	Incorporeal Traits, Mage Hand, Salt Barrier, Salt Vulnerability, Descent into Madness
4	Detect Living, Ghost Walk, Indestructible

Chapter 6
Themes



"Every advance in defenses, surveilance, and the healing arts is exceeded by a vicious advance in the destructive power of magic and electrotech."

This chapter presents new themes. A theme provides an archetypal focus or meaning. You select a theme when creating your character. Typically, your character hews to that theme for his entire career.

Table 6-1: Character Themes summarizes 36 new options. Each theme offers a thematic set of awards. Characters gain awards at even levels (0th, 2nd, 4th, 6th, etc), as described on page 29. Thus, a character's theme is both a guide to his personality and a source of power.

With the GM's permission, you may change a character's theme up to 2x during his career for 3 themes total. However, when creating a character above 1st level, you must always start play with a single theme. When changing themes, you keep awards gained from earlier themes.

Selecting a Theme

With so many choices—16 themes in the Radiance Players Guide plus 36 more here—you may wonder what theme is right for you. Whatever your choices, keep in mind that theme abilities are called "awards" because they reflect where a character has come from as well as where he is likely going. This is the heart of every theme. Here are some suggestions for selecting a theme.

Acquire Skills: Some themes offer a narrow skill specialization that works for a wide range of characters. For example, at first blush, the fist theme seems best suited to a monk, but almost anyone can become a fist. Indeed, that is its point. You can select a skill set that is orthogonal to your class skills to cover a weakness, or you can select a skill set that maximizes existing class skills for high impact.

Deal with Death: Your character dies! Or perhaps he just suffers a horrid setback. Fortunately, this turn need not be the end. The believer, fiendward, host, occultist, and time traveler are all good narrative avenues for a character to continue adventuring.

Fill a Party Role: What happens when no one in an adventuring party has meaningful healing skills? Will relying on potions and townies suffice? Rather than asking someone to play a different class, consider a theme instead. The medic theme fits here. Similarly, the scientist grants familiarity with electrotech, and so forth. In an urban setting, roles like detective and romantic add a lot even when they aren't necessary.

Get Campaign Specific: Themes such as the crusader, fist, soldier, and voidmain can benefit all or most members of an adventuring party in a specific setting. For example, everyone might be soldiers in a wartime campaign. Or, in a setting where weapons are outlawed except in the hands of the ruling elite, characters might need to learn martial arts through the fist theme.

Hoard a Fortune: The world exists beyond dungeons and dragons. There are fortunes to be made, stories to sell, and spells to collect in abundance—to name just a few non-combat activities. Themes such as the chronicler, guildsman, industrialist, and spellbinder are great options when the focus is about building a character's place in the everyday world.

Lead the Masses: You likely won't ascend to lead a city, but many themes offer followers. An arcanist can acquire an apprentice, a crusader can attract a band of crusading townies, and so forth. Radiance RPG is designed for leadership—townies appear here and in the Radiance Players Guide—and while beloved minions are not as sturdy or dynamic as PCs, they provide meaningful skills, offer options for drama such as love and betrayal, and challenge players to thank beyond their own next moves.

Save Souls: Deities are more than names and sources of power for invokers and priests. Almost every adventurer has a relationship with a deity that provides succor in times of need. Themes

Table 6-1: Character Themes

Theme	Page	Description
Adept	92	You aim to boost your innate potential and ascend to become a higher astral being. You utilize art, meditation, drugs, music, spells, and otherworldly spirits.
Assassin	93	You are a mercenary who kills with cold, professional detachment. You study practical and arcane arts to hone your talents to find and eliminate any mark.
Aviator	94	You pilot aircraft, typically single-engine prop planes, for travel and combat. You likely focus on mastering 1 or 2 models with a small bag of aerial tricks to impress. A female aviator is often called an aviatrix.
Beast-master	95	You have a powerful way with animals and perhaps magical beasts too. On your adventures, a special animal companion likely accompanies and aids you.
Celebrity	96	You entertain, act as a role-model and motivator, or act as the very public face of a party or organization.
Chronicler	97	You act as an observer and historian of great deeds. You rely on a keen eye, interviewer skills, and the use of magic to record and replay or display images.
Counselor	98	You work best outside of combat, among the rich and powerful. Whether acting as an ambassador, diplomat or such, you rely on a keen eye and quick tongue.
Crusader	99	You are dedicated to extinguishing supernatural evil from the Mortal Realm. You focus on practical pursuits such as creating holy water, warding against possession, and exorcizing demons and ghosts.
Cyborg	100	You break the boundaries between person and machine. You carry electrotech within your body to enhance your senses, endurance, and combat prowess.
Detective	101	You investigate and solve crimes, usually in an urban environment. You are a private actor for law enforcement and likely enjoy leeway to skirt minor legal limitations.
Ethernaut	102	You are familiar with etherscopes, engrams, and other electrotech used to explore the Etheric Realm. With experience, you know many ethersites.
Exalted	103	You are destined for greatness beyond the limits of other mortals. With experience, you radiate power, gain a line to your deity, attract supernatural allies and foes, and uncover the means of secret power.
Feylorn	104	You are shy and beautiful. You rarely raise your voice, and if you do, it is important. Mostly, you follow the decisions of the wisest persons, the crowd, or nature.
Fiend-ward	105	You carry out the plans of a fiendish master to gain power. You may bind devil spirits, extract souls, gain an imp, or acquire demonic features and abilities.
Fist	106	You develop your martial arts prowess, relying on your feet, fists, hands, head, legs, and whole body as a finely honed defensive bastion and pummeling weapon.
Geo-mancer	107	You heighten your magic by drawing upon the strength of the earth itself, particularly by tapping the energy meridians that act as nexus points of power.
Host	108	You work with symbionts and act as a host for one or more biological implants, one of which may become sentient, and even as a mediator for your bloodline, memories, and soul.
Industri-alist	109	You are a capitalist magnate who harnesses investments in raw materials, factories, technology, and other boons of life in an electrotech age to make even more gold, build more factories, and so forth.
Mechanaut	110	You pilot a mecha, which is a construct with a cockpit. You are a soldier of sorts and your mecha is a loyal semi-sentient companion.
Medic	111	You cure wounds, restore vitality, banish curses and diseases, belay the grave's dark energies, and generally place the protection of life above other loyalties.
Metal Urge	112	You possess a natural rapport with metal objects. You can detect, bend, conjure, levitate, magnetize, and sharpen metal items, among other dangerous tricks.
Motorist	113	You can fix and pilot electric carriages and similar automatic (mountless) vehicles as well as engage in vehicle combat and mount vehicle weapons.
Occultist	114	You embrace the occult to benefit from and maybe defeat it. You study secrets, strengths, and weaknesses of vile creatures and maybe conjure strange spirits.
Polytheist	115	You worship 3 deities that fall under the same constellation. You pay them homage, carry their symbols, and spend faith points as usual to access their boons.
Roboticist	116	You build and manage constructs. Most are non-sentient but you may learn how to augment your creations with engrams for brainy behavior.
Rocketeer	117	You use electrotech to fly. Your not-so-secret motive force is a personalized jet-pack. With experience and handy technic skills, you improve the jet-pack for cool moves.
Shade	118	You draw upon the supernatural mysteries of shadow to move quickly and stealthily, whether to surprise, dazzle with skill, or quietly dispose of enemies.
Sha'ir	119	Imagine casting any spell in the multiverse! You learn to barter with genies for such power, typically by sending a tiny gen to retrieve the magic for you.
Soldier	120	You are a highly trained warrior familiar with military tactics. You hold a rank, can work well within a command structure, and know key battle roles and skills.
Spell-binder	121	You collect spells and spell lore. You tote around spellbooks large and small, consult with other magic users to learn new spells, and may even steal magic.
Steam-knight	122	You are a mechanically-minded soldier who sallies forth into battle with the potency of steamgear to surprise and overwhelm foes of more traditional means. You may also be a member of an elite order.
Supernal	123	You embrace your nature as an immortal and seek to leverage your gifts, whether to survive a superstitious and hostile mortal world or rise to lead your kind.
Theurge	124	You love magical power, typically in the convenient form of magic items or perhaps by secret means to master powerful magic normally beyond your ken.
Time Traveler	125	You travel to other historical eras and are versed at blending in, locating where and when you are, and locating portals or persons that facilitate time travel.
Totemist	126	You craft and use material components—fetishes, totems, and such—to enhance and energize your spells. Though costly or odd, they work wonders.
Voidmain	127	You travel through the void of outer space, typically within a craft, and explore new worlds, engage in trade, defend against strange races, and so forth. The void is your beautiful and dangerous friend.

like believer, crusader, heretic, and polytheist offer ways to tap your deity or appeal to (or steal from) multiple deities.

Travel the World: In the old days, an adventurer might buy a sturdy mule or warhorse for transport and aid in battle. The rider theme fits there. In modern settings, the aviator and motorist themes grant access to an aircraft and an electric carriage, respectively, while the rocketeer theme bestows the wonders and perils of flight. Characters should be sure and careful regarding gear-based themes because a lost investment may be hard to recover.

Vex Everything: Rather than select an obvious theme, you challenge yourself and others with an odd choice. Why is the witch a roboticist? What propelled a barbarian to become an industrialist? Perhaps you have an answer. Or perhaps the choice remains a mystery to be revealed by the gods and their humor.

Adept

You aim to boost your innate potential and ascend to become a higher astral being. You utilize art, meditation, drugs, music, spells, and otherworldly spirits. In the process, you awaken your "higher self".

Qualifications

Here are key rules to enter and continue in this theme.

Entry: Wisdom 13+. Also, your alignment must have a neutral component (you cannot be LG, CG, LE or CE).

Best-Fits: Every adventurer seeks to improve himself and this path offers diverse ways to do so. That said, this path best complements the interests and abilities of battleminds, magisters, monks, psions, and shamans; members of the elan, slith, theta, and vanara races; and worshipers of monastic deities like Yeurgit and Ymuri.

Origins

What has drawn you to explore higher realms of consciousness and existence?

» You grew up in a commune of adepts and similar folk such as monk, psions, and slith. Taking this path was a natural course.

» An encounter with an aberrant creature such as an illithrix triggered an awakening of something odd and powerful within you.

» Your search for adventure and excitement has taken you on an inner journey rather than a purely outer one.

» An initial addiction to drugs or use of poison turned into a more enlightened and life-affirming focus to improve yourself.

» Your search to improve your magic abilities has taken on a surprising path that taps the Astral Realm.

Affiliations

Adepts usually eschew large organizations, which they view as mired in petty mortal concerns. That said, they often visit or ally with groups that share their interests in magic, medicine, music, and so forth. Ultimately, adepts view themselves as part of a larger, highly diverse union of beings that span the multiverse. In service of this union and self-development, they happily work with other adepts, fellow aberrant and psionic travelers, and sympathetic "mundanes".

Personality

Like elans, adepts often confuse their more-grounded fellow mortals. While most people focus on the plain feelings or visible tasks in front of them, an adept's psyche tunes to unusual and invisible stimuli, such as chakra energy and astral beings. Over time, an adept becomes ever more like an aberration; some even claim to comprehend the musings and goals of the illithrix and similar seemingly-monstrous creatures. Thus, adepts can seem bizarre, detached or heartless at times, but highly compassionate, dreamy, and insightful at other times. Whatever their appearance, adepts are simply focused on larger issues and trust different senses than most people.

Minor Awards

Adepts may select from the following basic abilities.

Apothecary^{C}: You can brew drugs and poisons (RPG, page 166) for ½ their listed market price. One dose requires 1 hour of work, and you can prepare up to 10 doses in a day. Also, you can identify a drug or ingested poison after 1 minute of careful visual and olfactory inspection with an accuracy of 70% + 1% per level.

Astral Guide^{M}: You silently commune with nearby spirits of the Astral Realm as a swift action to gain insight and resolve. The chance you receive a benefit equals 30% + 2% per level. Success grants you a +5 bonus on your next skill check that round. Failure grants a +2 bonus. Requires Astral Initiate. Costs 1 vitality.

Astral Initiate: You enjoy a +2 bonus on Arcana checks, or a +10 bonus on checks involving the Astral Realm.

Chakra Focus: Select 1 chakra from the table below. You enjoy its corresponding benefits. You may take this award up to 7x more. Each time, select a different chakra.

No	Color	Themes	+3 boost on checks using...
1	brown	physical body	Athletics, Endurance, Intimidate
2	red	sex, healing	Diplomacy, Heal, Music
3	orange	society, relationships	Bluff, Disguise, Streetwise
4	green	animals, plants	Handle Animal, Nature, Survival
5	yellow	money, property	Appraise, Dungeoneering, Trick
6	blue	reason, technology	Mechanics, Pilot, Technics
7	purple	leadership, culture	History, Nobility, Warcraft
8	white	magic, gods, afterlife	Arcana, Insight, Religion

Iron Will: You are mentally resilient. Boost your Will by +2.

Meditate: Up to 3x daily, you may meditate for 5 minutes to gain 1 vitality for 24 hours. You may exceed your normal maximum vitality.

Repletion^{M}: By expending 1 vitality point, you do not need to eat or drink for 24 hours.

Self-Improvement: Permanently boost 1 attribute by +1.

Solar Plexus^{M}: Up to 3x daily, you tap your astral self as a move action to apply a +2 bonus on your next d20 roll or use of a defense (Fortitude, Reflex or Will) that round. Requires Astral Initiate.

Spell Secret: You learn 1 basic magic ability for which you quality of any class. Requires Astral Initiate.

Major Awards

Adepts may select from the following intermediate abilities.

Astral Adept: Boost Arcana, Heal, Insight, Music, Nature, and Religion checks by +3.

Aura Sight^{M}: You target a creature within 30 ft and line of sight. If you beat its Will, you randomly learn 5 of its statistics or abilities. You can only analyze a specific creature once, and once a creature resists, you cannot affect it again. Costs 2 vitality.

Awakened Fugue^{M}: Up to 3x daily for 5 minutes, your type changes to aberration, you enjoy a +2 bonus on dice rolls and defenses involving aberrations, and you know 1 basic ability of your choice for which you qualify drawn from the battlemind or psion class. You must be a person to use this award. Requires Astral Initiate and Solar Plexus. Costs 2 vitality.

Energize Ability^{M}: Once daily a move action, you tap astral power to double 1 numeric effect of the next basic ability you use that round. The boost lasts for the ability's duration; alternatively, you double the ability's normal duration. Requires Astral Initiate. Costs 1 vitality.

Energize Compound^{M}: You tap astral power to double or halve 1 numeric benefit of 1 dose of a drug, medicinal or poison (created using Apothecary). The dose must be used within 1 hour or the benefit evaporates. The effect lasts for the drug's standard duration or 24 hours, whichever is less. Multiple uses of this award do not stack. Requires Apothecary and Astral Initiate. Costs 2 vitality.

Herbalist: After 10 minutes of work and 5 gp worth of herbs, you can cure 1 disease, neutralize 1 poison, end infertility, or end 1 case of fatigue, blindness, deafness, nausea or confusion. A creature can benefit once daily per point of Constitution bonus (minimum 1).

Mental Barrier: Permanently boost your Will by +5.

Mystic Flow: Up to 3x daily, after 1 minute of preparation, you enter a trance during which you may use any 1 basic magic ability you know with a duration for 0 vitality cost. Lasts as long as you concentrate as a move action each round + an additional 1d4 rounds. Each hour requires you pass a DC 15 Endurance check to continue (max. 4 hours + 1 hour per level). Making an attack roll ends the effect. Requires you know Repletion. Costs 2 vitality.

Revitalizing Meditation: Once daily after 1 minute of deep meditation, you recover 4d6 vitality. Requires Meditate.

Violet Flame: For 1 hour, you enjoy a +5 bonus on skill checks associated with 1 chakra drawn from the table listed under Chakra Focus. Each use may tap a different chakra. The boost stacks with Chakra Focus. You can only boost 1 chakra at a time. Requires Chakra Focus, Solar Plexus, and Wisdom 13+. Costs 2 vitality.

Assassin

You are a mercenary who kills with cold, professional detachment. You study practical and arcane arts to hone your talents to find and eliminate any mark.

Qualifications

Here are key rules to enter and continue in this theme.

Entry: You must be evil and kill a person for no other reason than to become an assassin. If you select this theme at the start of your career, assume you killed someone prior to adventuring.

Best-Fits: While anyone can become a hired killer, an assassin is a special breed, adept in both stealth and magic; the more options in his arsenal, the more effective he is. A ghul rogue or drow witch of the goddess Lilith makes an exceptional if stereotypical assassin. A bard, blackguard, dhampir, gallant, gunslinger, necromancer, ranger, sage, shadowcaster, or warlock can be equally creative and effective. For example, a sage might use truenames to defeat targets.

Important: An assassin is not a sneaky monster killer. He is the monster. Take this theme if you wish to specialize in killing people and perhaps other sentient mortal targets.

Origins

Assassins are professional killers. Consider, how and why did you take this brutal, dangerous, and evil path?

» Initially, you wished to avenge someone's death. Afterward, given your skills and successes, you continued as a hired hand.

» You were magically programmed to act as a killer. The life of an assassin is not in your nature and yet you cannot help yourself.

» A fiend, guild, book of dark magic, or terrible mentor raised you or perhaps rescued you as a young adult. You learned the ways of the assassin as your vocation.

» You enjoy killing people. Perhaps you try to avoid particular kinds of persons, such as innocents or good-aligned folk, or those who can bribe you with enough gold. But ultimately, almost nothing stands between you and the gold of a promising contract.

» Due to blackmail, debt, or other prompt, you kill for hire, with the vision of one day burying those who hold power over you.

Affiliations

Most assassins belong to a far-flung, loosely-knit guild, though many assassins are unaware of its scope and a few are members without knowing it! The assassin's feats and spells are passed down from grand masters to students, or through several vile books or immortal fiendish mentors. Beyond training and reputation, the guild provides jobs, healing, and anonymity. It also sets a universal for-hire fee: the level of the target squared x 100 gp + exceptional expenses (such as travel to the target's location). The guild then takes its 20% cut. Those who charge irregular for-hire fees, fail to give the guild its cut, or try to leave membership typically find themselves on a hit list.

Personality

Assassins are evil. A few are charming but most sport a cynical eye, cold facade, and a penchant for violent solutions. Some simply work for hire and execute jobs without fanfare even as they suffer nightmares or occasional pangs of regret. Other assassins are pure sadists. A few are masochistic as they seek punishment for their depravity. Whatever their demeanor, assassins must be discrete and reliable in order to be called upon for jobs. A lawful alignment is more likely than chaotic. Though very hard-hearted, assassins are persons. They have free will and the capacity for change—somewhere inside, there is a spark of life to abandon their bloody path.

Minor Awards

Assassins may select from the following basic abilities.

Assassination: Once daily as a swift action, the next adjacent target that you hit with a weapon that same round that is surprised, helpless or defenseless suffers +15 damage. Costs 5 vitality.

Disguise Self[M]: Your surface traits—hair color, garment style, gender, voice pitch, etc—transmute to grant you a +10 bonus on Disguise checks for 1 hour. You can grow or shrink 1 ft and modify your Comeliness by +/- 5 points. Costs 1 vitality.

Infiltrator: You move quietly and attentively through shadows. Apply a +5 bonus on Perception and Stealth checks.

Invisible Step[M]: You are invisible for the remainder of your turn. Invisibility grants a +10 bonus on Stealth checks and blocks line of sight. Any attack made by you negates the effect. Costs 1 vitality.

Light Armaments: You are proficient with Light armor, light blades, and either bows or crossbows.

Mark Finder: Once daily, boost an Insight or Streetwise check by +10.

Poison Use: You never risk accidentally poisoning yourself when applying poison to a weapon (rather than 5% chance), and you may apply poison as a move action (rather than standard action).

Resist Poison: You enjoy a +5 bonus on saves to resist poison attacks and effects.

Soul Spite[M]: You target 1 creature within 15 ft. If you beat its Will, it suffers a -5 penalty for 5 minutes on either Fortitude, Reflex or Will, as chosen by you. Costs 1 vitality.

Urban Tracking: Boost Survival checks by +5, or by +10 when tracking in urban environments.

Major Awards

Assassins may select from the following intermediate abilities.

All You Need is Kill: An adjacent foe suffers 2d6 damage from your melee weapon, or is slain outright if it is level 2 or lower.

Death Attack: If you spend a standard action each for 3 rounds studying a living creature and then successfully damage it within 3 rounds thereafter, you also stun it for 1d4 rounds, or daze it for 1d4-1 rounds if its Fortitude resists. Requires you know Assassination. Costs 2 vitality.

Gaseous Form[M]: You become an insubstantial gas and fly slowly for 5 minutes. In this form, your speed is 10 ft, you can only take move actions, you can perceive as normal, you gain DR 10, and you are immune to all ailments. You can pass through cracks but you cannot enter liquids. The Gust of Wind ability affects you normally as if you were air. Costs 2 vitality.

Invisibility[M]: You or a touched ally turn invisible for 5 minutes or until the subject attacks, whichever comes first. Invisibility boosts Stealth checks by +10 and blocks line of sight. Costs 2 vitality.

Lasting Death[M]: A touched creature (dead or alive) now permanently resists Raise Dead. Miracle or Wish ends the effect. Costs 5 vitality.

Locate Person[M]: Once weekly, after a 1-hour ritual costing 50 gp, you learn the distance and direction to 1 named person, if that person is within 2 miles of you. The chance of success equals 70% + 1% per level. You must know the person's birth name or have an item that he wore or used for at least 24 hours. Nondetection thwarts this ability. Costs 5 vitality.

Master of Assassins: Boost Acrobatics, Disguise, Streetwise, and Trick checks by +4. Also, you enjoy a +5 bonus on Charisma-based skill checks with other assassins and an aura visible to celestials and fiends that immediately betrays your theme to them.

Nondetection[M]: For 1 hour you cannot be targeted by the following abilities: Detect Alignment, Detect Magic, Detect Magic User, Detect Thoughts, Far Sight, Forced Sense Link, Learn True Name, Locate Creature, Probe Thoughts, Scrying, and See Invisibility. These abilities detect nothing about you. This ability protects you even when you are unconscious. Requires Disguise Self. Costs 2 vitality.

Revitalizing Poison: Once daily after 1 minute of imbibing and/or applying a special mild poison of your own making (that works only for you), you recover 4d6 vitality. Requires Poison Use.

Wounding Strike: As a swift action, your next weapon attack that round delivers 1d2 wound damage in addition to any other damage dealt. Requires you know Assassination. Costs 2 vitality.

Aviator

You pilot aircraft such as spellships or prop planes for travel and combat. You likely focus on mastering 1 or 2 models with a small bag of aerial tricks to impress. A female aviator is often called an aviatrix.

Qualifications

Here are key rules to enter and continue in this theme.

Entry: Dexterity or Wisdom 13+. Also, you must know Aircraft Basics or take it as your first award.

Best-Fits: Many can learn to fly, though it takes dedication to master more than a single aircraft model. Flight offers rapid travel (or escape), informative vistas, and wartime advantage. Gadgeteers, pathfinders, and rogues are natural choices, but anyone with keen eyes and quick fingers can take to the skies. Naturally, this theme is most appropriate in settings with moderate to easy access to aircraft.

Origins

Aviators are drawn to the wild blue yonder for various reasons. Consider, what attracts you to flight?

» You love the thrilling rush of flying. It offers dangers and rewards, and you are fearless in your aircraft.

» Since childhood, your family or a mentor has taken to the skies, and this was a natural step for you.

» Just as some are drawn to partner with a fine steed, you are drawn to the graceful lines and shiny curves of aircraft and their remarkable mechanics.

» You were drafted during wartime to pilot an aircraft. Though harrowing, your experience has provided you with a future.

» Imagine a carnival act that features aircraft! While traveling with the circus, you took up flying, hopefully not losing any acrobatic wing-perched performers along the way.

Affiliations

Aviators enjoy a wide range of options. They may fly for any business, nation, organization, patron, or themselves just for pleasure. That said, in order to rent or fly expensive aircraft, a world-wide guild—perhaps Sky Riders or its steamgear descendant, Aviators Association—offers certificates that ensure flight-ready skills after long hours in the sky. Flying without a certificate tends to cost extra insurance or eliminate options. Military organizations also offer certificates.

Personality

The aviator is a flying ace of wondrous and wide skies. Gifted with exceptional skill and bravery, the aviator flies because he loves it. As far as he is concerned, to fly is the greatest thrill one can ever know. He will brave great danger to hone his skill. After all, an aviator isn't truly happy unless he is sitting in a cockpit several thousand feet off the ground. An aviator's love of flying is only matched by his knowledge of his aircraft. He knows every inch of his vehicle such that it becomes a part of him. He can encourage and push his aircraft to limits that would prove to be virtually impossible for any lesser pilot. The aviator soars the skies in search of adventure and excitement.

Minor Awards

Aviators select from the following basic abilities.

Aircraft Basics: You suffer no penalty on d20 rolls while operating a flying vehicle. Normally, characters suffer a -5 penalty when doing so due to the machine's complexity and continuous motion. Requires 30 hours of flying time. If you take this as your initial award, assume you have already logged those hours.

Aircraft Expertise: Select a specific model of flying vehicle such as "astral mercane" spellship or "flying saucer" electotech transport). You enjoy a +5 bonus on Appraise, Craft, History, Mechanics, and Pilot checks with regard to this specific model only. Also, when using other craft of the same type (ex spellship or electrotech transport), you enjoy a +2 bonus. If you pass 3 DC 15 checks for Literacy, Mechanics, and Pilot, you also gain an official certificate indicating your expertise. If you fail to gain the certificate, you can try again whenever you gain a level.

This award has a time requirement. When taking this award for the first time, assume you have logged at least 750 hours (or 3 months of daily use) some time before or during your career. You can take this award multiple times. Each time, select a different aircraft model and log the required hours. Requires Aircraft Basics.

Aviator's Gear: You gain 1,000 gp that you may spend toward any aircraft, fuel or parts, travel clothing, or writ of passage (ticket) on an aircraft usable at any time in the future.

Aviator Skills: You enjoy a +2 bonus on Craft, Mechanics, Nature, Perception, and Pilot checks.

Expeditious Passage[M]: For 5 minutes, you increase by +30 ft the speed of a vehicle in which you are in, adjacent to, or on. Multiple applications of this award do not stack, nor does this award cause a motionless vehicle to move or grant any other power over its movement. Requires Piloting. Costs 1 vitality.

Lands Lore: Due to extensive travel, you enjoy a +3 bonus Diplomacy, History, and Nature checks.

Piloting: Boost Pilot checks by +5, or by +10 once daily.

Sky Monkey: Boost Mechanics checks by +2, or +10 for aircraft. Requires Aircraft Basics.

Speed Demon: Whatever vehicle you are piloting, increase its top safe speed by +10 ft.

Weathervane: Boost Nature checks by +2 or by +10 regarding weather.

Major Awards

Aviators select from the following intermediate abilities.

Acrobatic Maneuvers: This improves 1 instance of Aircraft Expertise such that you can perform tricks while using that aircraft model with a +10 bonus on Pilot checks while doing so. Tricks come in 4 danger tiers: mild, moderate, strong, and extreme. The Pilot DCs are 20, 30, 40, and 50, respectively. When you pass the DC, any onlooker cannot move and is dazed for 1 round per tier unless personally targeted with an attack. Requires Aircraft Expertise and Fearless.

Aerial Dodge: As an immediate action while piloting a flying vehicle, you declare that you ignore 1 attack before you know whether it hits you or the vehicle. Requires Dexterity 15+ and works only if the vehicle is not overloaded. Costs 2 vitality.

Combat Sky Fighter: You are familiar with attacking, defending, and moving tactically in 3 dimensions in combat. You enjoy a +5 bonus on initiative checks and a +2 bonus on attack rolls while piloting a flying vehicle. Moreover, 1x per combat at the top of a round while a piloting such vehicles, you may re-roll your initiative and either keep that result or retain your original result, whichever is better.

Fearless: You ignore fear effects. You cannot be shaken, frightened or panicked.

Quick Piloting: You can try Pilot checks as a move action.

Revitalizing Flight: Once daily after 1 minute of piloting an aircraft by yourself or meditating alone in silence to visualize flying, you recover 4d6 vitality. Requires Aviator Skills.

Sky Captain: As a move action, you direct aerial allies to act with tactical coherence. All flying allies within hearing range or line of sight out to a distance of 500 ft enjoy a +2 bonus on attack and damage rolls until the start of your next turn. Costs 2 vitality.

Talented Flyer: You have a knack for quickly learning to fly all kinds of aircraft. What takes others 3 months, you master in 1 month. You gain the benefits of Aircraft Expertise on 3 additional aircraft models.

Weathermain Pilot: You know how to pilot in difficult weather conditions such as during a lightning storm, around a tornado, or through a hurricane. You ignore penalties described on Table 12-16: Weather (RPG, page 237) while in the pilot seat of a vehicle. Requires Aircraft Basics and Weathervane.

Wing On the Run: When attacking while piloting a flying vehicle, you can move both before and after the attack, provided that your total distance moved is not greater than your speed.

Beastmaster

You have a powerful way with animals of all kinds and perhaps magical beasts too; and on your adventures, a special animal companion likely accompanies and aids you.

Qualifications

Here are key rules to enter and continue in this theme.

Entry: Wisdom 13+ or any neutral alignment.

Best-Fits: Any character may have a way with animals. Also, many animals offer useful abilities such as climbing, flight, or tracking. Beyond skill with animals, this theme includes both mundane and magical abilities. A barbarian might fight with a trusted pack of wolves or a wizard might travel with a talking magical beast.

Origins

What is the origin of your magnetic mastery over animals? And what has drawn you to adventure with them?

» You and your first animal companion grew up together and were known as inseparable.

» A parent or guardian was a druid, ranger or similar folk highly familiar with animals. You have a natural way with them too.

» Whether you were lost or hiding, you were raised by animals or magical beasts. You feel more at home with them than people.

» A brave animal rescued you or a loved one, perhaps during a natural disaster or war-time, and you've felt gratitude and affinity ever since.

» You have no special love of animals but for some reason they are attracted to you, following you whenever you go.

Affiliations

A beastmaster might be affiliated with a circus, farm or zoological society; more often, he is affiliated with a special pack or herd of animals. For example, he might be an honorary member of a wolf den. Beastmasters tend to think little of human organizations. Those who ride animals in military units and such tend to take this theme.

Personality

Some beastmasters feel closer to animals than people, tend to shy away from civilization, and take on animal needs and rights as their own. In contrast, others think of their animal companions as simply special people and strive to include them in their adventures and urban lives. Either way, they tend to be in tune with nature, harbor some mistrust of people, and will defend the health and rights of animals. Some magic users take magical beast companions; they view magic as a way to raise up animals to true equals.

Minor Awards

Beastmasters may select from the following basic abilities.

Animal Companion: You gain an critter or other animal as a faithful companion. Its level equals ½ your own (max level 2). The animal can use your defenses when it shares your space or is adjacent to you. You enjoy a +10 bonus on Handle Animal checks with it and a +2 bonus with others of its kind. You otherwise enjoy no special influence or communication with it. For every 2 levels you advance, it advances 1 level, though it is limited to level 2. If you dismiss it or lose it, a replacement arrives after 1 month. The animal costs 5 gp weekly in upkeep, or 15 gp if the local terrain, food supply, and climate are unfit for it.

Animal Helper[M]: You conjure a Tiny ground animal such as a cat, hare or mouse. It appears adjacent to you and remains for 1 hour. It can keep watch, courier notes, scout or entertain a crowd. It can't make attacks. It has 2 wound points, DR 1, a land speed of 30 ft, and Perception, Stealth, and Trick modifiers of +10 + your level. Its vitality and saves equal your own. Costs 1 vitality.

Beast Blood[M]: A touched animal or magical beast gains temporary wound points equal to 1d10 + your level. Alternatively, you gain 3 temporary wound points and bestial smell and visage. The points last for 5 minutes and then go away. Multiple uses do not stack. This award does not stack with False Life. Costs 1 vitality.

Charm Animal[M]: As Charm Person (page 80), but affects animals instead and lasts 1 hour. The animal does not gain extra intelligence or special knowledge. Costs 1 vitality.

Cure Animal Ailment[M]: You remove an ailment from an animal or magical beast ally. Ailments include blindness, confusion, deafness, disease, exhaustion, fatigue, infertility, insanity, nausea, poison, and taint. This ability does not remove curses. Costs 2 vitality.

Detect Beasts[M]: You learn whether animals, magical beasts or shifter characters are present within a 30-ft cone. By concentrating a second round on the same area, you learn the specific creatures present and their levels. If you concentrate a third round, you learn which spaces they are in.

Feral Senses: You gain low-light vision. Also, apply a +5 bonus on Perception checks.

Feral Tactics: Whenever you and an allied animal or magical beast are adjacent, you each enjoy a +1 bonus on attacks and deliver +1d6 damage with natural or melee weapons.

First Aid: Boost Heal checks by +5, or by +10 to halt bleeding. A DC 15 Heal check stabilizes a bleeding character.

Nature's Ally: Boost Handle Animal checks by +5, or by +10 once daily.

Speak With Animals[M]: For 5 minutes, you can ask questions and receive answers from animals. They are not necessarily cooperative or knowledgeable. The animal performs a small favor on a successful DC 15 Handle Animal check. Costs 1 vitality.

Major Awards

Beastmasters may select from the following intermediate abilities.

Animal Pack: You gain a band of 2+ loyal animals. Their total levels equal your level. They can keep watch, courier notes, scout or entertain a crowd. They fearlessly defend you and aid you when they detect you are dying. If you lose an animal or mistreat it—or when you qualify for an additional animal—you can attract a new animal after 1 month. Each animal costs 2 gp weekly in upkeep, or 5 gp if the local terrain, food supply, and climate are unfit for it.

Beast Familiar: You gain a permanent magical beast companion. Its level equals ½ your own. You may start with a critter familiar (page 248) or any magical beast that qualifies. The creature costs 5 gp weekly in upkeep, or 15 gp if the local terrain, food supply, and climate are unfit for it. If you lose it, you may acquire another after 1 month and a 25 gp cost. Beast familiars only obey neutral masters or those who share their alignment or patron deity.

Beastly Cohort: This improves Animal Companion or Beast Familiar, such that its level improves to ½ your level + 2. It also enjoys a +5 bonus on Will to resist fear.

You can take this award a 2nd time such that its level improves to ¾ your level. This is generally useful after 10th level.

Feral Resistance[M]: You or a touched animal or magical beast gains a temporary rune to enjoy a +2 bonus on saves for 1 hour. This does not stack with Resistance. Costs 2 vitality.

Heal Beast[M]: Up to 3x daily, an adjacent animal or magical beast recovers 1d4 wound points and 1d6 vitality. Costs 2 vitality.

Magic Fang[M]: For 5 minutes, a touched animal enjoys a +1 bonus on attacks and delivers +2 damage per attack, and its attacks count as magical. Costs 2 vitality.

Mass Animal Charm: This improves Animal Charm to target up to 1 animal per level within 30 ft. Costs 2 vitality.

Revitalizing Snuggle: Once daily after 1 minute spent with a friendly animal, you recover 4d6 vitality. Alternatively, you each regain 2d6 vitality. Requires Nature's Ally.

Shield Beast: When an adjacent animal or magical beast suffers damage, you may choose as an immediate action to lessen its damage by 50% and transfer the same amount to yourself as if you were the target.

Summon Animal[M]: You summon an animal such as a bear, snake or wolf. Its level cannot exceed ½ your level. It appears adjacent to you in a puff of smoke and remains for 5 minutes, until dismissed by you, or until slain. It follows your verbal commands or attacks the nearest creature (excluding you). Costs 2 vitality.

Celebrity

You entertain people, act as a role model and motivator, or act as the very public face of an adventuring party or explorers organization. You can easily sway people and find aid, perks, and fun romance.

Qualifications

Here are key rules to enter and continue in this theme.

Entry: Charisma 13+.

Best-Fits: Bards, gallants, goyles, pathfinders, and rogues make natural celebrities, but any character with a magnetic personality may nurture and leverage a popular public image to support his adventuring career. At the least, a celebrity enjoys many down-time perks.

Origins

Celebrities are normally adventures on stage rather than real life but you are both. What's your story?

» You started as a stage celebrity first, perhaps as a child, and a random event pulled you into an adventurer's life.

» Fame finds some people rather than the other way. Fame is not something you wanted but it does has its perks and you accept it.

» You aim to act as a role model and bring a warning about monsters, good news of your deity, or another message to the masses.

» Mostly, you enjoy all the adulation, complimentary services, legal leeway, and romantic attention of being a celebrity.

» Your life as entertainer is a secret cover for your real role as a globe-trotting adventurer. No wonder your acting is so believable!

Affiliations

Unlike most characters who belong to an organization or work on their own, celebrities are often at the center of their own unique organization built on their singular fame and power. Wherever the celebrity goes, people organize to take care of his needs and flatter him. If the celebrity fails to sustain people's expectations, the organization will thin considerably and perhaps collapse until he proves himself again with a major exploit or performance.

Personality

Celebrities often come across as larger than life, perhaps with egos to match their fame. In fact, they often feel isolated from real interactions with others, who often want something from the celebrity, and may even feel more familiar with their public or performance identities than their true self. Such celebrities may lack a clear alignment or become addicted to the free alcohol, drugs, and fleeting passions that come with people throwing themselves at the celebrity. Some celebrities even question or discard their closest relationships.

Minor Awards

Celebrities may select from the following basic abilities.

Acquire Liaison: You gain a single, young adult townie with a Charisma-based profession, lawful alignment, and the same nationality. The liaison fulfills noncombat duties such as house-sitting, making reservations, and speaking to media. The liaison makes attack rolls only if attacked first by a foe. You must be at least 4th level to gain this award. The liaison costs 15 gp per month, only works if paid, and is replaced after 3d12 months by a different liaison.

Actor: Apply a +5 bonus on Bluff and Disguise checks.

Amazing Likeness: Once daily, boost a single Bluff or Disguise check by +10.

Celebrity Gear: You gain 1,000 gp worth of wardrobe, props, and other faux and slightly outrageous gear that you use when acting or appearing in public.

Charm Person[M]: A targeted person within 15 ft is friendly to you for 5 minutes if you beat his Will. While charmed, he will not act in a way that brings harm to you, himself or his allies. Otherwise, he will follow you and respond aggressively to creatures that threaten you. He will take you to safety if you are incapacitated. You can dismiss the charm as a swift action. If you treat the person well, he may remain friendly after the charm wears off. This ability does not grant a shared language or alter a person's alignment. Costs 1 vitality.

Comely: Your comeliness permanently improves by +2.

Dancer: Apply a +5 bonus on Acrobatics and Music checks.

Minor Fame: Whenever you encounter a person, he may recognize you and hold an opinion of you for better or worse. The chance among persons of your home nation equals 10%. The chance is 20% for other adventurers, 2% for people of other nations, and 1% for non-person sentient creatures. If a person recognizes you, apply a +10 bonus (90% chance) or a -10 penalty (10% chance) on all skill checks for 24 hours involving that person.

You can take this award a second time to double the chance of being recognized.

Verbal Recall: You enjoy a +2 bonus on Literacy checks, or a +10 bonus to accurately recall spoken or written content when you spend 5 minutes for 1 page worth of words (250 words), 1 hour for 10 pages, or 4 hours for 25 pages.

Voice Mastery: You enjoy a +2 bonus on Bluff checks, or a +10 bonus to address and sway a crowd.

Major Awards

Celebrities may select from the following intermediate abilities.

Admirer's Gifts: You gain 2,500 gp worth of gems, jewels, and masterwork items donated by persons who admire you. Selling gifts sooner than a year is generally considered poor taste.

Beauty: Your comeliness permanently improves by +4.

Character Immersion: With preparation, you can take on an entirely different persona, either real or imagined, with tremendous realism. Once daily, after 10 minutes of preparation, you enjoy a +10 bonus on Bluff and Disguise checks for 4 hours to act entirely like someone else. You are fatigued afterward.

Enthralling Speech: You capture the attention of all persons within 30 ft if you beat their Will. Affected persons do not move or attack and suffer a -5 penalty to Perception checks. However, if an attack roll occurs within the area, the effect immediately ends. Otherwise, the effect lasts as long as you speak as a standard action each round to a maximum of 1 hour. Costs 2 vitality.

Honorary Title: A sponsor helps gain you a non-hereditary noble title of Baron (or Baroness if female). Your title grants you a +5 bonus on Nobility checks and a stipend of 50 gp per month, which is sufficient for good lodging and meals when you have no other means. Your sponsor owns a fine property where you may reside for free. You must have at least occasional contact with him to collect the stipend and use the property. You cannot lose your title, though lack of contact or approval may result in suspension of benefits. Even though your title is not "true", you are generally well-received by other nobility and you may make a Nobility check in lieu of a Diplomacy check to gain temporarily lodging or simple favors from other nobles.

Mental Barrier: Permanently boost your Will by +5.

Revitalizing Reading: Once daily after 1 minute of repeating a favorite performance or just enjoying your visage in a mirror, you recover 4d6 vitality. Requires Verbal Recall or Comely.

Small Venue: You gain a 33% stake (2,500 gp value) in a small arena or theater worth 7,500 gp (RPG, page 172). This allows you to benefit from its profits 1 of every 3 days or 10 days out of 30.

Talented Retinue: You gain a set of agents, performers, supporters, and sycophants who follow, flatter, and attend to your needs. Their number equals ½ your level. They are 2nd-level townies of any profession, though the majority must have Dexterity or Charisma has their prime attribute. Typically they are acrobats, artisans, carnies, courtesans, entertainers, occult artists, paramours, ruffians, stentors, and wayfarers. A stentor is key to spreading news of your exploits. They swear loyalty to you and serve you before their faction, nation, and perhaps even their family. If you lose a retinue member—or when you qualify for an additional member—you can attract a new one after 1 month. Each member costs you 10 gp weekly in upkeep.

Use Your Looks: Up to 5x daily, you may apply your Comeliness modifier on top of your Charisma modifier to resolve a check on any Charisma-based skill. Requires Comeliness 13+.

Chronicler

You act as an observer and historian of great and glorious deeds. You rely on a keen eye, interviewer skills, and the use of magic to record and replay or display images, perhaps in books or to large crowds.

Qualifications

Here are key rules to enter and continue in this theme.

Entry: Wisdom 12+.

Best-Fits: Bards, lightbringers, pathfinders, and sages most naturally act as chroniclers. However, any character can take this path, even those who tend to rush into the thick of adventures and situations, as they are free to record images, keep a journal, and interview witnesses and participants after their moments of action.

Origins

Chroniclers act as observers to history. Consider, what is the origin of your penchant for recording your experiences?

» You love to study and share life's moments. The world endlessly fascinates you with its moments of birth and death, poor and rich, beauty and monstrousness, war and peace, expectations and surprises, consistencies and contradictions.

» One of your ancestors was a famous (or infamous) person. Stories of this person haunt your family and spark your interest to investigate and set the story straight regarding this ancestor.

» More of an observer than a participant, you find that acting as an official interviewer and recorder lets you experience life's most exciting events without getting in quite as much danger as the people charging their way into them.

» You wish for history to remember you. What good is being an adventurous doer when no bard or such is there to record your courage and ingenuity for posterity? Since no one else can record your exploits like you can, who better than you to act as chronicle?

» Unknown to you perhaps, your path is more than an interest, it is a compulsion with a great purpose. A patron or even a deity has chosen you to act as the official recorder of events he, she or it has set in motion.

Affiliations

A few chroniclers band together to pool their resources and gain access to people and places. Having a homebase also ensures someone will aid them in times of need or look for them in the event they disappear. Most chroniclers, however, work on their own. They compete to be the first, best, and perhaps only observer to the most memorable events, either for fame, gold or pride. Chroniclers also tend to dislike when others interfere with their recordings.

Personality

Chroniclers vary greatly in temperament, purpose, and style. Some are quiet observers who eschew involvement to record events as objectively as they might. Others are jovial storytellers who delight others with their tales, sometimes with embellishments to enhance the effect. There are also those who wish to hear secrets, to share and illuminate and convey events toward a cause, whether to reveal truths or to serve the calumnious needs of a patron. Moreover, some chroniclers defend the veracity of their recording while others simply offer up their words and images without comment, and still others share their recordings with no one. Perhaps most interesting are chronicles who use their recordings to craft imaginative montages and collages for artistic rather than historical or truthful purposes.

Minor Awards

Chroniclers select from the following basic abilities.

Comprehend Language[M]: You can comprehend a single mundane language for 4 hours + 1 hour per level. Costs 1 vitality.

Identify: Apply a +5 bonus on Appraise checks. Also, after expending 1 hour of study and 1 vitality, you determine all properties of an adjacent magic item within view. You don't need to touch it.

Illustrator: Boost Craft checks by +2, or by +10 when creating illustrations.

Imprint Image[M]: An image you gained using Record Image (below) is instantly and permanently transcribed onto a solid surface such as a piece of paper or stone wall. The image is color and can be as small as 1 square inch or as large as 10 square ft. Attempts to remove an image work normally. You still know the image after imprinting it. Costs 1 vitality.

Light[M]: You conjure light on an unattended object that you touch. The light produces strong illumination in a 15-ft radius burst and weak illumination outward an additional 30 ft. You can use and dismiss this ability at will but you can maintain only 1 light at a time.

Lore: You hoard random bits of lore. Apply a +2 bonus on Arcana, History, Nature, Nobility, and Religion checks.

Record Image[M]: You record a visible, still scene before you. You hold your hands to form a frame and utter an eldritch word. Regardless of the frame size, the quality of the image is realistic as if you had set a 2-ft square frame. The scene must be illuminated by natural or magical light. Even if you enjoy darkvision, true sight, or other visual benefits, only aspects of the scene visible to the unaided human eye are recorded. You can watch the recorded scene at any time by similarly framing your hands and uttering the word in reverse. You can store up to 10 images this way. Excess new images delete the oldest ones.

Sanctuary[M]: As a move action, the next foe that directly targets you before your next turn must resist using Will or not do so and take a different action. Your attacking ends the effect. Costs 1 vitality.

Skald: Apply a +2 bonus on Literacy checks, or a +10 bonus writing and reading essays and poems commemorating past events.

Witness: Boost History and Perception checks by +5. You often look to connect facts of culture and history to what's present in your current environment.

Major Awards

Chroniclers select from the following intermediate abilities.

Chronicler's Knack: Apply a +3 bonus on Appraise, Disguise, Insight, Nobility, Perception, and Streetwise checks. You use these skills to access rare events and notice what's valuable.

Daylight[M]: You shed strong light 60 ft outward and weak light an additional 60 ft outward for 5 minutes. Also, aberrations, fiends, and undead suffer 1d4 holy wound damage upon first exposure to the strong light and 1 wound damage each round thereafter while in the strong light. Costs 2 vitality.

Greater Sanctuary: This improves Sanctuary to affect the first 5 foes until your next turn. Costs 2 vitality.

Historian: Boost History checks by +10.

Project Event[M]: This improves Project Image (below) to project what you recorded using Record Event instead. Those within 120 ft and line of sight can see the recording, while those within 60 ft and line of hearing can hear the recording. Costs 2 vitality.

Project Image[M]: You point your finger and an image you gained using Record Image instantly appears on any surface within 30 ft with a size up to 1,000 square ft (typically, 25 ft high x 50 ft wide). The effect is crisp against a blank white wall and less refined on colored or moving backgrounds. The projection lasts as long as you concentrate as a move action each round + an additional 1d4 rounds. Costs 2 vitality.

Record Event[M]: This improves Record Image such that you record events in motion within the frame. The effect lasts as long as you concentrate for a standard action each round to a maximum of 5 minutes. The recording includes auditory and visual information that is apparent to the unaided human ear and eye. You may play back the events later in your hands as you would showing a still image. Costs 2 vitality.

Revitalizing Review: Once daily after 1 minute of reviewing the past day's or week's events, either alone or telling a story to any who will listen, you recover 4d6 vitality. Requires Witness.

Scan[M]: You can read up to 250 words (a page) per round and can read a written work without activating any magic contained within it.

Tongues[M]: You can understand, fluently speak, and write a single language for 10 minutes. Costs 2 vitality.

Counselor

You are best outside of combat, among the rich and powerful. Whether acting as an ambassador, attache, councilor, diplomat or emissary, you rely on a keen eye and quick tongue.

Qualifications

Here are key rules to enter and continue in this theme.

Entry: Intelligence, Wisdom or Charisma 13+. Also, any non-chaotic alignment.

Best-Fits: This theme is well-suited to campaigns involving court intrigue, non-combat role-play, and the use of enticements and guile rather than the sword to rout enemies. Even in more exploratory or combat-focused campaigns, a counselor shines when dealing with creatures who are more powerful than himself and his fellow adventurers. Bards, clerics, psions, sages, witches, and even warlocks are particularly good fits. Counselors work particularly well with other adventurers and allies with noble or military titles.

Origins

Counselors dedicate themselves to serving the interests of others. What motivates this path?

» You've had a knack for foresight and advising others since you were a child. The knack continues to drive your career.

» You owe your life or livelihood to a noble patron, either by choice or perhaps under duress. Either way, this patron values your input and you feel obliged to help when you can.

» You enjoy travel but prefer to live in style and stay out of harm's way. Playing a diplomat or negotiator provides you cover and perks.

» As an adventurer, you know violence is sometimes needed, but you value peace and wish to bring harmony through your skills.

» Your deity or one of its agents has tasked you with acting on its behalf as a peaceful (or tricky) expression of its will in the world.

Affiliations

Counselors usually affiliate with a patron: a noble, military officer or religious leader. Other times they align with a group, such as a tribe or city to represent whoever is in power. In an adventuring party, a counselor may be acting on someone else's behalf or align themselves with anyone with a title. If a loyalty oath is involved in service, they take it seriously and will suffer a bad reputation if they break it.

Personality

Counselors tend to be self-effacing, patient listeners and quick students of people's natures. Rather than use these gifts to advance themselves, or to stand at the front of an organization or party, the counselor stands at the side, eager to help their patron and allies. Counselors often trust in talk, will seek to delay combat to make gains by negotiation, and will walk away to patiently wait out difficult opponents, still keeping an eye on them and ready to return later when that foe is in a weaker position or even asks for help. Thus, counselors' affiliations are often murky: They may appear to be allies when they are simply building trust for a later benefit for themselves or someone else.

Minor Awards

Counselors may select from the following basic abilities.

Comprehend Languages[M]: You can comprehend any 1 mundane language for 4 hours + 1 hour per level. Costs 1 vitality.

Counselor: You enjoy a +5 bonus on 2 of the following skills: Bluff, Diplomacy, History, Intimidate, Literacy or Nobility. You can take this award multiple times. Each time, select 2 different skills.

Delay Combat: Once daily, when tasked to roll initiative and you are not surprised, you may instead delay combat for all involved parties for 1d4 rounds. The chance of success equals 70% + 1% per level, or 30% + 2% per level if any unfriendly or hostile non-sentient creature is involved. Any attack roll ends the effect. Costs 1 vitality.

Faux Persona[M]: Your persona—accent, garments, hair style, slang, etc—shift to grant you a +10 bonus on Bluff and Disguise checks for 1 hour with others of 1 specific culture or era. Costs 1 vitality.

Instant Contract[M]: You conjure a pithy 1-page contract. Its legal accuracy equals 15 + your level. See the Literacy skill for details.

Legal Immunity: You enjoy immunity to interrogation or investigation by persons with no noble title or a title below your own. Also, you are due a trial by individuals of equal or higher title when accused of a crime.

Lesser Title: You gain the title of Sir (if male) or Lady (if female) and enjoy +5 bonus on Nobility checks and a monthly stipend of 25 gp. You now have access to a fine house worth 5,000 gp where you may reside for free. You do not own the house. Finally, you may make a Nobility check in lieu of a Diplomacy check to gain temporarily lodging or simple favors from other nobles.

Message[M]: You whisper a message that is clearly audible to 1 target within 90 ft. You only need line of effect, not line of sight.

Noble Patron: You gain a Duke as a patron (RPG, page 277). You and the GM select the duke's location. Once monthly, you may visit the duke to request 50 gp. The chance the request is honored (the duke is present and willing) equals 70% + 1% per level. The duke will not travel to you. If the check fails, you may try again 1 month later or when you advance to the next level or next noble title, whichever comes first. If you harm or insult the duke, the request fails and you must repay all prior funds in order to restart the relationship.

Optionally, you gain a religious patron with an apostolic title (see RPG, page 111) or a military patron—General if army, Admiral if navy, or Marshal (see RPG, page 120).

Sanctuary[M]: As a move action, the next foe that directly targets you before your next turn must resist using Will or not do so and take a different action. Your attacking ends the effect. Costs 1 vitality.

Major Awards

Counselors may select from the following intermediate abilities.

Augury[M]: You ask your deity for insight regarding an immediate choice you face such as whether to open a chest or enter a room. You receive an answer of weal (good fortune), woe (bad fortune), or unclear (mixed fortune). The chance you receive an answer equals 70% + 1% per level. The answer is based on the likely outcome within the next 10 minutes. Costs 2 vitality.

Cultured Counselor: Boost Appraise, Diplomacy, History, Insight, Nobility, and Warcraft checks by +3.

Detect Thoughts[M]: You note the presence or absence of thoughts (from conscious, sentient creatures) within a 60-ft cone. After concentrating for a second round, you learn the number of thinking minds and the Intelligence of each. After concentrating for a third round, you "hear" the current surface thoughts of 1 creature of your choice within range for 2 minutes if you beat its Will. Costs 2 vitality.

Dimension Step[M]: You vanish and reappear up to 30 ft away in an open space of your choice within line of sight. After you arrive, you are dazed for the rest of your turn. You can take gear or an ally weighing up to 250 pounds. Costs 2 vitality.

Greater Sanctuary: This improves Sanctuary to affect the first 5 foes until your next turn. Costs 2 vitality.

Mental Barrier: Permanently boost your Will by +5.

Noble Sending[M]: Each day, you designate 1 person with a military or noble title. Any time later that day, you may send a message of 25 words or less to that person. Will resists if unwilling. You must have met the person and know his name. He must be on the same realm of existence and world as you. Requires Lesser Title or Noble Patron plus Message. Costs 2 vitality.

Revitalizing Reference: Once daily after 1 minute of consulting a book or device such as tarot cards or dice used to give insight and advance regarding a situation you or others face, you recover 4d6 vitality. Requires Sanctuary.

Tongues[M]: You can understand, fluently speak, and write a single language for 10 minutes. Costs 2 vitality.

Whisper[M]: For 5 minutes, you and adjacent creatures are not heard talking by others and ignore Detect Thoughts. Costs 2 vitality.

Crusader

You are dedicated to extinguishing supernatural evil from the Mortal Realm. You focus on practical pursuits such as creating holy water, warding against possession, and exorcizing demons and ghosts.

Qualifications

Here are key rules to enter and continue in this theme.

Entry: You must be nonevil alignment.

Best-Fit: Most adventurers encounter supernatural evil, from demons and devils to braineaters and illithrixes to wights and vampires. Thus, while this path is a natural choice for a cleric, inquisitor or paladin, it is an outstanding path for characters of other classes who wish to truly arm themselves to overcome evil.

Origins

Crusaders focus on defeating supernatural evil. Consider, what sustains your courage against vile evil?

» A malevolent creature such as a vampire destroyed your family and you quest to ensure no one ever suffers the same fate.

» You were once a non-believer. Then a near-death encounter with eternal darkness turned your heart in a in holier direction.

» After years of training, perhaps under a beloved and respected elder crusader, you have struck out to adventure against evil.

» An angel or god-like voice suddenly awakened your potential, and though you resisted its call at first, you now know your destiny.

» You were born to fight evil. Maybe your soul lived before as a holy crusader and returned to live through you and continue the fight.

Affiliations

Many crusaders join a faction such as the Holy Templars that trains and supports mortals against evil. Among crusaders, there are many private squadrons such as the Shining Blades, the White Crosses, the Illuminated, and the Holy Vanguard. Some of these subsist as hidden enclaves in evil lands manned by a brave few, while others thrive by the hundreds in well-equipped temples. A few crusaders are lone wolves. They work best alone or they have found themselves among the few survivors of a supernatural skirmish.

Personality

Crusaders are dedicated to fight evil. Fallen mortals are one thing; actual demons, vampires, and such are another—terrible, heart-stopping, soul-destroying foes that require special preparations to detect and defeat. Crusaders train to give no quarter to irredeemable creatures and may appear haunted, heartless or paranoid. Occasionally, a crusader must deal with his own demons and dark urges. A few crusaders fall into evil's clutches, though they never lose their ability to channel the holy cause and return to the crusader fold.

Minor Awards

Crusaders may select from the following basic abilities.

Create Holy Water[M]: You conjure up to 5 gallons per level of fresh water per day. One person requires 1 gallon of water to survive for 1 day. Also, if you sacrifice 5 pounds of silver (25 gp), you can create 1 vial of holy water. Holy water inflicts 2d4 damage to an undead creature or fiend.

Crusader's Heart: As a move action you focus to steel yourself against supernatural evil. Apply a +2 bonus on your next attack roll and damage roll within 5 minutes against an aberration, fiend or undead creature that you strike. After attacking, the focus ends.

Crusader Training: You enjoy a +2 bonus on Arcana, Dungeoneering, Heal, Insight, and Perception checks.

Dazzle Bolt[M]: A foe within 15 ft suffers 1d4+1 fire damage, or 5d4 fire damage if it is normally harmed by light. Costs 1 vitality.

Detect Evil[M]: You learn whether fiends and/or undead are present within a 30-ft cone.

Exorcism Prodigy: Add the cleric Exorcism ability (RPG, page 50) to your class list as an advanced ability. Moreover, when you attain 3rd level, you may choose to gain Exorcism rather than the usual 4 basic class abilities for that level, which you gain at 9th level instead. This ability does not grant access to advanced tier boons, which you access at 9th level, as usual.

Here is the Exorcism text: You target 1 fiend, undead or possessed creature within 15 ft. If you beat its Will, it is destroyed (if undead), banished to its home realm (if a fiend), or freed from possession. Costs 5 vitality.

Holy Smite[M]: Whenever you successfully strike an evil-aligned nonperson foe, apply +1 holy damage per level (max +10).

Interrogate Evil: Select 1 style of interrogation using Bluff, Diplomacy or Intimidate. You enjoy a +2 bonus on the selected skill, or a +10 bonus when using the skill against aberrations, fiends or undead, or against blackguards or warlocks.

Light[M]: You conjure light on an unattended object that you touch. The light produces strong illumination in a 15-ft radius burst and weak illumination outward an additional 30 ft. You can use and dismiss this ability at will but you can maintain only 1 light at a time.

Taint Immunity: You are immune to the Taint ability.

Unshakable Faith: No magical effect can alter your alignment or the alignment of a good adjacent ally.

Major Awards

Believers may select from the following intermediate abilities.

All You Need is Slay: An adjacent aberration, fiend or undead foe suffers 2d6 damage from your weapon attack or is slain outright if it is level 2 or lower.

Band of Crusaders: You gain a band of holy warriors who serve the same holy cause you do. Their number equals ½ your level. They are 2nd-level townies of good alignment and any profession. Typically, they are deacons, emissaries, faithlings, healers, life-givers, infantrymen, monasts, and slayers. They happily maintain your properties, accompany you on missions against evil foes, and use abilities on your behalf. If you lose a crusader or he betrays your cause—or when you qualify for an additional crusader—you can attract a new crusader after 1 month. Each crusader costs you 10 gp weekly in upkeep.

Daylight[M]: You shed strong light 60 ft outward and weak light an additional 60 ft outward for 5 minutes. Also, aberrations, fiends, and undead suffer 1d4 holy wound damage upon first exposure to the strong light and 1 wound damage each round thereafter while in the strong light. Costs 2 vitality.

Death Ward[M]: For 2 minutes, you or a touched ally are immune to the effects of all ailments, curses, and necrotic energy damage. Costs 2 vitality for you or 5 vitality for an ally.

Dodge Evil: As an immediate action, you declare that you ignore 1 attack by an aberration, fiend or undead foe before you know whether it hits you. Requires Dexterity or Wisdom 15+ and Detect Evil. Costs 2 vitality.

Protection From Evil[M]: For 5 minutes, the creature touched enjoys a +5 bonus to DR and saves to resist attacks by aberrations, fiends, and undead. Also, the subject ignores effects of possession by such creatures. Costs 2 vitality.

Restraining Circle[M]: You spend 1 minute drawing a stationary 10-ft-diameter circle inscribed with holy runes. You can use the Disguise skill as part of this to obscure the circle's presence. Aberrations, fiends, and undead that fully enter the circle's area cannot cross back out of or touch the circle's perimeter for as long as you concentrate as a standard action each round + an additional 1d4 rounds. The prisoner can still use magic abilities, but not to break the circle's perimeter or to target you or a space you are in. A break in the circle's material line by a person ends the effect. Costs 2 vitality.

Revitalizing Purge: Once daily after 1 minute of fervent self-purification you recover 4d6 vitality. Requires Crusader Training.

Track Evil: Boost Survival checks by +2, or by +10 when tracking aberrations, fiends, and undead; or by +5 when tracking any other evil creatures.

Vigilant Eyes[M]: As a standard action, you clearly notice for 1 round any evil non-person creatures within 30 ft. A soft aura marks them for you only even if they are disguised or invisible. Costs 1 vitality.

Cyborg

You break the boundaries between person and machine. You carry electrotech within your body to enhance your senses, endurance, intellect, and combat prowess.

Qualifications

Here are key rules to enter and continue in this theme.

Entry: You cannot have the Immortal Build racial trait (that is, you cannot be a moppet, vodron or warmech). If you are recently deceased but qualify to gain a minor award, you can take Robot Heart and use up its 1-time life sustaining feature.

Best-Fits: This path is useful for anyone who spends time in a world with electrotech. Typically, cyborgs are strong, hardy folk who can easily carry the weight of implants and tolerate the pain they sometimes cause. They do not necessarily focus on combat.

Origins

Cyborgs are half-person and half-construct. Consider, what takes you down this inhuman path?

» You lost a limb, got a replacement, and continued from there.

» As part of an important military or scientific mission or experiment, you volunteered to take on machine parts.

» You awoke to find you were modified. You didn't ask for this and maybe seek to reverse it, but you must live with it for now.

» You love and perhaps envy machines or are afraid or disgusted about being mortal and seek to become more like a construct.

» Cyborgs are common in your community. You got your first modification as a youth and it feels natural to you.

Affiliations

Cyborgs are generally rare and don't form their own organizations. They may aid those who facilitate their transformation, effect repairs, and such. Because other people may fear them, they tend to work as loners, with trusted allies only, or as a leader of an elite team.

Personality

A cyborg's psychology is complex and often inscrutable to others who are unfamiliar with machine life and dual existence. A cyborg may struggle to balance emotions versus logic, feel sympathy or hate for constructs or people, and/or work toward unusual ends. A cyborg may wonder whether he can trust himself and his own devices.

Minor Awards

Cyborgs may select from the following basic abilities.

Bionic Arm[C]: You replace 1 arm with a technomagical arm. Boost Athletics checks by +2, melee weapon damage by +1, and treat your Strength score as 1 point higher when determining your carry capacity. Also, you gain a fist attack that inflicts 1d3 damage (or 1d2 if Small). Finally, from your pool of wound points, 1 point cannot be healed normally but is repaired by a successful DC 15 Mechanics check. The arm is custom-fitted with adamantine parts and worth 1,000 gp.

You can take this award a second time, replacing both arms to double the benefits and impacted wound points.

Biotronics[M]: Once daily as a swift action, you draw upon a touched or worn battery to pay the vitality cost of the next ability that you use that round. You can draw a maximum of 2 energy points, each of which grants you 3 vitality. Requires Electrotech. You can take this award multiple times. Each time grants an additional daily use.

Bot Welder: Boost Mechanics checks by +2, or by +10 when repairing constructs, cyborgs, and such.

Construct Lore: Apply a +5 bonus on Arcana, Bluff, History, Insight, and Perception checks when dealing with a construct or recalling lore about constructs. Also, you speak Mechan.

Cybernetic Add: You know 1 dragoon basic magic ability for which you qualify such as Mnemoniscope or Vitascope (page 42). You can take this award multiple times. Each time, select a different basic dragoon magic ability for which you qualify.

Cybernetic Engram: You gain an engram (page 199) that is usable 1/day for 5 minutes. It is permanently hardwired into your nervous system and cannot be removed. For the 5 minutes, it boosts your Intelligence by +1 and grants several abilities.

Electrotech: You study invisible mundane forces of nature (called immateria) such as electrics, kinetics, nucleonics, optics, and sonics. You can make checks using the Technics skill (RPG, page 177) and enjoy a +2 bonus on Mechanics and Technics checks.

Electrotech Ports: You sport 3 electrotech ports on your body. You can use them to recharge electrotech items or to augment yourself. Three vitality points convert to 1 energy point.

Robot Heart: You gain a second, technomagical heart. It grants a +2 bonus on Endurance checks and on saves to resist fear effects. You gain dragoon as a multi-class option. Also, once in your career, should you die, the heart automatically restores you to 1 hit point away from death and sustains you there. The heart is custom-fitted with adamantine parts and worth 1,000 gp.

Technics Curious: You gain 1 basic ability for which you qualify from the dragoon, gadgeteer, magister, savant, technomancer or voidmage class.

Major Awards

Cyborgs may select from the following intermediate abilities.

Bionic Leg[C]: This works like Bionic Arm (above) except you replace a leg. This grants a +2 bonus on Acrobatics, Athletics, and Endurance checks; it allows you to fall or jump 10 ft further than usual without failure, penalty, or injury; also, you gain a kick attack that works like Bionic Arm's fist attack. The leg is custom-fitted with adamantine parts and worth 2,500 gp.

You can take this award a second time, replacing both legs to double the benefits and impacted wound points.

Cyber-gear: By inheritance, gift or chance, you gain 2,500 gp in electrotech gear. You can take this award multiple times. Each time, you gain another 2,500 gp worth of electrotech gear.

Cybernoetic Add: You know 1 dragoon intermediate magic ability for which you qualify such as Force Shield or Retroscope (page 43). You can take this award multiple times. Each time, select a different qualifying intermediate dragoon magic ability.

Nanite Healing: For 2 minutes, you enjoy fast healing 1. This restores wound damage but not vitality. Micro-machines within you facilitative this nonmagical effect. Costs 2 vitality.

Noetic Being: You enjoy a +3 bonus on Acrobatic, Athletics, Heal, Perception, Mechanics, and Technics checks.

Noetic Engram: After an up-front 2,000 gp investment, your Cybernetic Engram is usable at will.

Reinforced Frame: Your bones are infused with adamantine. Boost Athletics checks by +5 and treat your Strength score as 2 points higher than normal when determining your carry capacity. Also, you cannot lose any limb or suffer broken bones (ignore effects such as Back Snap, Sunder Limb, and Vorpal Victory), and your skeleton cannot be destroyed except by magic. Any existing bionic elements you have fuse with your new metallic frame.

Revitalizing Engram: Once daily after 1 minute of focusing on your engram, you recover 4d6 vitality. Requires Cybernetic Engram.

Robotic Aspiration: For 5 minutes, you enjoy 1 benefit below, chosen at activation time. The effect is nonmagical. If you ever gain Construct Traits, it supersedes this award and you gain 1 bonus minor award instead. Requires Nanite Healing. Costs 2 vitality.

No	Benefit
1	You do not bleed, are immune to disease and nausea, enjoy +5 Endurance, and 1/day may try a DC 15 Mechanics check to regain a number of wound points equal to the check result minus 15.
2	You do not need to breathe, eat or sleep, though you must sleep (power down) to regain vitality.
3	You are immune to poison.

Technics Theurge: This works like Technics Curious (above) except you learn a qualifying intermediate ability instead.

Detective

You investigate and solve crimes, usually in an urban environment. You are a private actor for law enforcement and likely enjoy leeway to skirt minor legal limitations.

Qualifications

Here are key rules to enter and continue in this theme.

Entry: You must be lawful or good. Also, you must enjoy a +3 or better bonus on Perception checks or take Snoop as your first award.

Best-Fits: Characters of all stripes often test the limits of the law and may suffer fines or worse as they "adventure". However, if you act as an aid to civil life and work hand-in-glove for the law, there is no reason to worry about minor infractions. Consider taking this path if you wish to solve crimes with minimal hassle.

Origins

Detectives have a passion for solving crimes and catching criminals. Consider, what is the origin of this passion?

» As a child, you witnessed a crime that was never officially solved and have strived since to find the perpetrators and close that case.

» Your parents or other loved-ones were killed horribly and you took up the detective's magnifying glass to prevent future deaths.

» Truth be told, there is a bit of monstrous criminal inside you. But you channel that urge into catching other monsters instead.

» Keeping a detective's badge is purely a pragmatic choice to act more freely for the role you really enjoy: intrepid adventurer.

» Fact is, you are a criminal. But few if anyone knows this, and you use your status as a detective to get away with more, keep an eye on law enforcement, and throw off any suspicions.

Affiliations

Detectives walk a fine line between the law and crime. Some hang a shingle as a private eye while others work directly with law enforcement or are paid to conduct investigations within large organizations. Whatever the affiliation, government periodically comes into the picture, looking for solutions given limited evidence and/or irritating restraints, such as politics. The law respects the adventuring lifestyle, to a point, and does not expect full-time help. They do expect relevant clues and leads, and likely even pay out rewards.

Personality

Detectives generally respect law as a safeguard for common folk, even as they pursue their craft at the law's edges. Young detectives are often idealistic and altruistic, qualities that can lead to trouble when they underestimate criminals' cruelty and danger. In contrast, older detectives tend to be cynical and perhaps enmeshed in the sins and vices that epitomize their quarry. Either way, any detective worth his salt is perceptive, driven, and often remarkably logical or intuitive.

Minor Awards

Detectives may select from the following basic abilities.

Detective Skills: Apply a +2 bonus on Acrobatics, Insight, Perception, Stealth, and Streetwise checks.

Detective's Tools: You receive 1,000 gp worth of gear including formal clothing, disguises, manacles, cameras, an inquisitor's kit, microscopes and lab equipment, pistols or revolvers, and other gear useful to detectives, subject to GM's approval.

Ear to the Ground: Boost Streetwise checks by +5. Also, you speak Thieves' Cant, which only rogues normally know.

Interrogator: Boost Insight and Intimidate checks by +5. You know how to crack recalcitrant suspects and witnesses.

Legal Immunity: You enjoy immunity to legal investigation except by nobility and you are always ensured a full court hearing before your peers when accused of a crime.

Legal Training: Apply a +5 bonus on Literacy checks, or +10 regarding matters of law.

Snoop: Boost Appraise, Perception, and Stealth checks by +3. You are adept at exploring protected and dangerous locations.

Special Investigator: You hold a magical silver badge that certifies you to act in a law-enforcement capacity. This is similar to holding a letter of marque. You may engage in combat or stealthy acts such as breaking and entering on behalf of a government or monarch, usually against persons, locations or vessels within an urban area no larger than 10 square miles. Effectively, this affords you no inquiry or punishment for minor crimes (see RPG, page 258). In return, you are expected to pass information regarding unlawful activity to law enforcement. Your allies do not benefit from your certification. The badge glows in the hands of the person it belongs to and costs 500 gp to replace.

If you are convicted of a major crime, your badge is suspended for 1 month or until you pay 100 gp. If you are convicted of a capital crime, your badge is suspended until you pay 1,000 gp.

Finally, you can always find work with law enforcement or customers with private needs at the rate of 2 gp per day, or 5 gp if you are level 6+.

Undercover: Apply a +5 bonus on Bluff and Disguise checks. You are adept at appearing to be someone you are not.

Urban Friends: Once daily after 2 minutes of work with any nearby townie, boost an Appraise, History, Literacy, or Streetwise check by +10. The chance of success equals 70% + 1% per level. If you fail, the bonus is only +2. Requires Legal Training.

Major Awards

Detectives may select from the following intermediate abilities.

Analyze Corpse: Apply a +5 bonus to Heal checks. Moreover, on a successful DC 12 Heal check, you learn 1 fact per point of Intelligence bonus about the corpse's manner of death, such as time of death or weapon used.

Case Building: You can evaluate a building to determine its defenses, best entrance and exit routes, changes of guard, and likely occupants. After 1 minute of observation from a distance of 120 ft or less, roll d20 and add your Intelligence bonus. For every 5 points, you learn the true answer to 1 question about the building's security and design.

Criminal Informants: You can tap criminal elements to improve your Streetwise checks. After 10 minutes work in an urban area, you gain a bonus of +1 per 2 gp spent, to a maximum of +10 during a 24 hour period.

Hard Boiled: You enjoy a +5 bonus to resist fear effects. Also, boost Athletics and Trick checks by +5.

Hyper-Vigilant: Boost Perception checks by +2, or by +10 to detect opposed Stealth checks within 30 ft.

Insomniac: You ignore effects that cause sleep. Also, you may skip sleep for 1 night without ill effect though you don't heal naturally. Finally, you cannot be exhausted from lack of sleep.

Leave No Trace: On a successful DC 18 Perception check and 5 minutes work, you remove all evidence of your presence from a 15-ft area, as if you had never been there. Requires you know Hypervigilant, Snoop, and Undercover.

Replenishing Vice: Once daily, you can regain 4d6 vitality by indulging in a vice you acquired on the streets. Your vice might be a pipeful of narcotics, a belt from a hip flask of alchemically enhanced liquor, or a jolt straight to the brain from back-alley electrotech.

Street Team: You employ a team to assist you in your investigations. You gain a number of hirelings equal to ½ your level. They are all 2nd-level townies such as alchemists, bounty hunters, investigators, and sneaks. They trail suspects, stake out locations, pursue clues, and protect clients. Each team member requires 10 gp a week in upkeep or he won't work that week. If you lose a hireling or when you qualify for a new hireling, you attract him after 1 month.

Sucker Punch: As a move action, you move up to your normal land speed and try a Stealth check against an adjacent foe not in combat. If you win, use your next standard action to make a knock-out attempt with a +5 bonus on your knock-out attack. If you fail, combat begins as normal.

Ethernaut

You are familiar with etherscopes and other electrotech used to explore the Etheric Realm. With experience, you know many ethersites and can craft your own compelling sites.

Qualifications

Here are key rules to enter and continue in this theme.

Entry: Intelligence 13+. Also, you must have access to an etherscope or take Acquire Basic Etherscope as your first award.

Best-Fits: This path suits any character interested in regularly exploring the Etheric Realm. Brainy characters such as artificers, pathfinders, sages, and wizards are natural fits, though a bright bard or rogue might flourish as well.

Origins

You are comfortable living in an intangible world that's visible only through a device or inside your brain. What motivates your interest?

» Originally, you just needed to learn some secret information located in the Etheric Realm. That took longer than you imagined.

» You tried it once. You were hooked.

» Just hearing about the etherscape, you understand its monetary potential to transform businesses, learning, and all of society.

» Life was awful as a child or adolescent and the Etheric Realm was a great place to escape and be yourself or someone else.

» One day you awoke from what you thought was reality, with a skull-jack installed. You have no idea how you got there.

Affiliations

Most ethernauts are familiar with The Register, a volunteer group of fellow ethernauts who maintain an index of all known ethersites, their coordinates, and their builders or curators. The Register remunerates intrepid ethernauts for information about secret and top secret locations and helps link ethernauts with potential clients who want a travel escort, custom ethersite, or such. Beyond this, most ethernauts work on their own or in small enclaves.

Personality

Common wisdom describes ethernauts as bright loners or crack pot explorers. In practice, any person can find companionship, creativity, escape, knowledge, and yes, frightening and weird things in the Etheric Realm. A few suffer a bit trying to distinguish fantasy from reality, and many ethernauts talk as if they do. Ethernauts enjoy throwing around obscure terms or referring to foreign places.

Minor Awards

An ethernaut may select from the following basic abilities.

Acquire Basic Etherscope: You gain a basic etherscope (page 201) worth 1,000 gp. You can take this award a second time to trade in your basic etherscope and gain a deluxe etherscope.

Alarm[M]: You set an alarm with a stationary square perimeter around you of up to 10 ft per level. Any creature not specified by you that crosses the perimeter evokes either an audible or silent alarm, as you desire. The alarm remains up to 24 hours or until dismissed. You can use this ability at will but may maintain only 1 alarm at a time.

Basic Ethersite: You gain a basic ethersite (page 201). This does not grant a plot (set of coordinates), only contents to place somewhere. You can take this award multiple times to gain more basic sites.

Craft Ethersite[C]: You can build or improve upon an ethersite, which is a virtual encounter site in the Etheric Realm. You can populate it with structures, creatures, dangers, and so forth. The table on page 199 lists costs, times, and other parameters for 4 tiers of sites. To make or add to a site, you must pass the listed DC on Craft, Dungeoneering, and Mechanics checks, or spend 2x the time and +10% cost if you fail. The realism DC indicates Insight and Perception checks for a convincing look and feel. The populace consists of illusionary creatures. Dangers refer to functional natural hazards (RPG, page 238), magic zones (RMG, page 22), and/or traps (RMG, page 18). The craft cost and time, and market price are the same as for wondrous items. Requires an etherscope and Electrotech.

Electrotech: You study invisible mundane forces of nature (called immateria) such as electrics, kinetics, nucleonics, optics, and sonics. You can make checks using the Technics skill (RPG, page 177) and enjoy a +2 bonus on Mechanics and Technics checks.

Etheric Terrain Focus: You enjoy a +5 bonus on Survival checks in the Etheric Realm and you treat difficult spaces in that terrain as normal spaces for the purpose of movement.

Etheric Training: You enjoy a +2 bonus on Arcana, Craft, Literacy, Mechanics, and Technics checks. Requires Craft Ethersite.

Ethersite Aficionado: You officially acquire a plot (a set of coordinates) for an ethersite or learn the coordinates (latitude, longitude, and altitude) of another's ethersite. The table below shows typical prices along with the chance of finding a specific site. If you select a specific site and fail to find it, you may try for a different site.

The ethersite is...	Buy plot	Know plot	Chance to know
Well known	100 gp	2 gp	automatic
Off the beaten path	10 gp	20 gp	90%
Exclusive	1,000 gp	200 gp	50%
Secret	10,000 gp	2,000 gp	10%

You can select this award multiple times. Each time, you gain another 1,000 gp to spend on ethersites.

Learn Etheric Coordinates[M]: As a move action, you learn the coordinates (latitude, longitude, and altitude) of your current location in the Etheric Realm. You can know a number of coordinates at once equal to 3 + your level. After a 1-minute ritual, you forget a site's coordinates. Requires Etheric Terrain Focus.

Virtuosity: You enjoy a +2 bonus on Craft, Dungeoneering, Insight, Mechanics, and Perception checks. You are adept are making convicing ethersites.

Major Awards

An ethernaut may select from the following intermediate abilities.

Acquire Etherware: You gain 1 piece of ethernaut gear—typically an etherpod, ettercap, skull-jack or third eye—that costs 2,500 gp to craft. The gear is personalized to you and cannot be sold. Requires Craft Etherware.

Adept of the Akashic Records[M]: Up to once weekly, you may visit the Akashic Records, which is a mysterious ethersite repository of the world's past and future history. While there for 1d4 hours, this spell helps you locate a response of up to 10 words in length regarding 1 question phrased in 5 words or less. Requires an etherscope and you must know the coordinates of the site, which counts as "secret". See Ethersite Aficionado above for details. Costs 5 vitality.

Analyze Ethersite[M]: You learn 1d4+1 facts (statistics or background data) about the site at your current location in the Etheric Realm. During a single week, you can analyze a particular ethersite only 2x as you consider it from the inside out, and from the outside in. Costs 2 vitality.

Arcane Lock[M]: You add a layer of magical protection to a portal or container. You specify a password to bypass a layer. A DC 25 Athletics check or a DC 25 Mechanics check defeats 1 layer. You can maintain a number of Arcane Locks at once equal to your level.

Cracker-Jack: Boost Bluff, Heal, Insight, Perception, Stealth, and Streetwise checks by +3. Requires you have a skull-jack.

Craft Etherware[C]: You can craft techno-magical devices related to the Etheric Realm (page 202). If you wish, reduce the creation time by 25% with a corresponding increase in cost, or vice versa. This otherwise works like Craft Electrotech. Requires Electrotech and Etheric Training.

Etheritect: Boost Craft, Dungeoneering, and Mechanics checks by +6. You are amazing at making convicing ethersites.

Knock[M]: You open 1 mundane lock or negate 1 Arcane Lock effect. Costs 2 vitality.

Locate Ethersite[M]: A 1-minute ritual reveals an ethersite's coordinates. The chance of success is listed under Etheric Aficionado. Failure gives a false result and blocks search for a week. Costs 2 vitality.

Revitalizing Engram: Once daily after 1 minute of using your etherscope, you recover 4d6 vitality. Requires Virtuosity.

Exalted

You are destined for greatness beyond the limits of other mortals. With experience, you radiate power, gain a line to your deity, attract supernatural allies and foes, and uncover the means of secret power.

Qualifications

Here are key rules to enter and continue in this theme.

Entry: None. That said, several awards require your level is 14+.

Best-Fits: This path suits any character, particularly one who has progressed in his career beyond the typical challenges of a hero and is readying to face truly terrifying and awe-inspiring foes and obstacles on divine and otherworldly quests. That said, even the lowliest level 1 character of no special qualities can strive for greatness.

Origins

As you surpass the mortal experience, beyond even "hero", what motivates you to continue?

» You defend mortals against intrusion against otherworldly realms, perhaps by taking the fight to those realms.

» Your deity approached you to serve and act as an exemplar, whether to save or ruins souls, recover a relic or such, or prepare you for a role by his side in the afterlife.

» You've attracted the attention of a powerful supernatural foe such as a demigod, a lich and its minions, or so forth.

» You are caught up in a chess-like game with other powerful creatures, perhaps including other exalts.

» You've discover a codex or set of mystery objects that tout the means of immortality, insight into the multiverse, or other benefit.

Affiliations

Exalts are rare and may work alone or, more often, as part of a team around a common purpose such as watching over or ruling a city, winning a major war, defeating a notably dangerous monster, or fulfilling a divine prophecy. That said, even lawful exalts tend to view themselves as above mortal strictures and the rules of a group and will go their own way when they deem it necessary.

Personality

An exalt builds a storied history of challenges and accomplishments and thus tends to view himself as unique and destined for greatness. Those with direct ties to their deity tend to be particularly headstrong and convinced of their ends and means. In time, they may find it challenging to recall or appreciate typical daily mortal concerns.

Minor Awards

An exalted may select from the following basic abilities.

Aura of Destiny: Creatures below 6th level cannot initiate an attack against you, though they can defend themselves normally and can attack you if you direct an attack roll at them, either personally or as part of a group. Will resists if above 2nd level. Requires Unshakable Faith and level 14+.

Exalted Body: For 4 hours you enjoy +1 DR, or +4 DR if you possess no other means to improve DR. Costs 1 vitality.

Exalted Defense: Select 1 defense (Fortitude, Reflex or Will). Permanently boost this defense by +2. You can take this award up to 3x, each time selecting a different defense.

Favored Enemy: Select 1 type of creature such as dragon or magical beast. If you select the person type, select a specific race such as elf or goblin. You enjoy a +2 bonus on Bluff, Insight, Perception, and Survival checks when using these skills against creatures of the selected type or race. Likewise, you enjoy a +2 bonus on weapon attack and damage rolls against such creatures.

Locate Exalted[M]: Once weekly, you learn the distance and direction to the most powerful creature, if any, within 2 miles of you, or within 5 miles if it has a paragon ability or is level 14+.

Mystery Relic[C]: You acquire a unique magic item worth 1,000 gp; alternatively, you conduct a 1-hour ritual and exalt an existing mundane item, making it magical. After wearing the item for 24 hours, you enjoy the benefit of a basic ability for which you qualify drawn from any class. Select the benefit when taking this award. The item is keyed to you and cannot benefit others.

You can take this award up to 4x. Each time, you gain a different item. After taking it 4x, you may conduct a 4-hour ritual and merge the 4 items into a single item that swaps the basic abilities for an advanced ability for which you qualify drawn any class that shares your class's prime attribute.

Prime Exaltation: Permanently boost your class's prime attribute by +1. If you are multiclassed, select just 1 attribute.

Realm Focus: Select 1 deity's realm of existence (not the Mortal Realm) in which you have traveled within the past level. You enjoy a +5 bonus on Survival checks in that terrain and you treat difficult spaces in that terrain as normal spaces for the purpose of movement. You can take this award multiple times. Each time you select a different non-Mortal realm.

Self-Heal: You heal 1d4 wound points. Costs 1 vitality.

Unshakable Faith: No magical effect can alter your alignment or the alignment of an ally within 15 ft of you.

Major Awards

An exalt may select from the following intermediate abilities.

Divine Correspondence[M]: Once weekly, you and your deity or deity's immediate ally may exchange up to 25 words total between you two. The chance of success equals 30% + 2% per level. Requires Aura of Destiny and Unshakable Faith. Costs 5 vitality.

Exalted Communion[M]: Once daily, you may select any 1 skill and fall into a trance. The trance lasts 10 minutes if the skill uses your class's prime attribute or 1d4 hours otherwise. In trance, your soul communes with supernatural beings and perhaps visits an otherworldly realm. When you return, you enjoy a +10 bonus on your next 3 checks using that skill. Costs 2 vitality.

Exalted Minion: This improves Otherworldly Minion such that its level improves to ½ your level + 2. You and your minion must have intimate relations or engage in a 1-hour ritual of similar intensity to activate the improvement, and the minion now costs 25 gp weekly in upkeep.

You can take this award a 2nd time such that its level improves to stay equal to ¾ your level. This is generally useful after 10th level.

Heroic Surge: Up to 3x daily, as a move action, you enjoy a +5 bonus on all d20 rolls, damage rolls, and defenses until the start of your next turn. Requires Prime Exaltation. Costs 2 vitality.

Otherworldly Minion: You gain a loyal non-person creature such as an angel, devil or elemental as a follower. It shares your alignment and also your creature type if you are not a person. Its level starts at ½ your level. Whenever you gain 2 levels, it gains a level and will thus always be ½ your level. If you lose the minion or treat it badly and cause it to flee, then you can attract a replacement after 1 year. The minion costs you 15 gp weekly in upkeep.

Point the Way[M]: Once daily, you learn the direction and distance to travel with the most speed and safety to a stated destination. The destination may be specific or general. Costs 2 vitality.

Resist Death: Your deity looks out for you, such that you automatically stabilize whenever you suffer wound damage. Moreover, up to once daily, if a single attack would kill you outright, you instead lie unconscious and stable at -1 wounds. When relying on this award, ignore the effects of other abilities such as Diehard.

Revitalizing Destiny: Once daily after 1 minute of fervent visualization around your destiny and tapping of your exalted nature, you recover 4d6 vitality. Requires Aura of Destiny.

Supernatural Apotheosis: Upon taking this award, you permanently change from a person to a creature type congruent with your deity, alignment, and Otherworldly Minion (if any). You may replace racial abilities with your deity's basic boons when doing so. Requires Unshakable Faith. Costs 5 vitality.

Swift Heal: This improves Self-Heal to restore 1d4+1 wound points as a swift or immediate action, as a you like. Costs 2 vitality.

Feylorn

You are profoundly shy. You rarely raise your voice and are reticent when you speak. Mostly, you follow wise folk, the crowd or nature. Some believe you descend from fey creatures.

Qualifications

Here are key rules to enter and continue in this theme.

Entry: Any neutral alignment. Also, Charisma of 9 or lower. You can take Shy Elite as your first award to meet this requirement.

Best-Fits: There is rarely a society or profession without some quiet souls, though some classes (the sage) are more appropriate than others (the bard). Take this path if you want to play a subtle character whose main contribution is not planning but listening, observing, and executing those plans, often with a sly fey twist.

Origins

Why are you so quiet? It is simply that fey blood flows in your veins, or are you feylorn for some other reason? Consider these options:

» You spent your formative years in isolation. For example, maybe your parents lived in a secret lab far from civilization.

» You may be such an intellect that trying to communicate with lesser intelligences is a waste of time.

» A shocking event left you deeply distrustful of other people, though perhaps trusting of nature, plants, and animals.

» You were raised by animals, fey creatures, or an alien race and never learned to communicate with people.

» An accident has left you hyper-sensitive to stimuli and/or made speaking a physically difficult task.

Affiliations

A feylorn is rarely wedded to any group. He may seek others' company from time to time without getting truly close to companions, and even when a feylorn has deep feelings and sticks with someone—perhaps a person he secretly pines for or respects, or for a cause—he will not admit such. At best, a feylorn may affiliate for a brief period with a druidic or elven enclave or perhaps a den of quiet scholars or artists, whatever suits his gifts. Soon he moves on.

Personality

To understand a feylorn, consider fey creatures. Fey can become exuberant and wild , but usually only in nature with their own kind, and perhaps with animals and plants. When faced with people, even in the wilderness, fey quickly hide. A city or large crowd can be mesmerizing or terrifying. Moreover, fey tend to be somewhat fickle, gifted in the arts, often quiet, and occasionally enraged like a hurricane. For these reasons, feylorn rarely get close enough to others to call them true friends. Rather, interactions tend to be brief and either painfully intense or superficial.

Minor Awards

Feylorns may select from the following basic abilities.

Alarm[M]: You set an alarm with a stationary square perimeter around you of up to 10 ft per level. Any creature not specified by you that crosses the perimeter evokes either an audible or silent alarm, as you desire. The alarm remains up to 24 hours or until dismissed. You can use this ability at will but may maintain only 1 alarm at a time.

Animal Friend: Animals are your primary friends. Boost Handle Animal checks by +5, or by +10 once daily.

Avid Reader: You spend lonely hours reading. Boost Literacy checks by +5. Also, you know 3 languages of your choice but only in written form (you cannot speak them).

Fey Gift: A sympathetic fey gifts you 1,000 gp worth of non-metallic equipment to help you find your way among mortals. The gift may include a rare magical instrument. See Musical Solace below for options. You can take this award multiple times, each time you gain another 1,000 gp worth of fey equipment.

Fey Friend: You have experience with fey. Apply a +5 bonus on Arcana, Bluff, History, Insight and Perception checks when dealing with fey or recalling lore about fey.

Freedom of Mind: Once daily, when you fail to resist an attack using Will, you may immediately reroll and take the better of the 2 results.

Longstrider: Boost your land speed by +10 ft for 1 hour. Costs 1 vitality.

Musical Solace: Choose 1 type of small musical instrument such as flute, harp, harmonica or panpipes. When playing it, boost Music checks by +3, or by +10 when there are no sentient beings except fey or animals within 120 ft.

Shy Elite: You shine at your talent, which is not socializing or leadership. Reduce Charisma by -2 and improve your class's prime attribute by +2.

Stay Away[M]: As an immediate action, if there is at least 1 ally within 15 ft, you force a foe that directly targets you to target your ally instead. Will resists. Requires Fey Friend. Costs 1 vitality.

Major Awards

Feylorns may select from the following intermediate abilities.

Call Critters[M]: You summon an animal such as a bear, snake or wolf. Its level cannot exceed ½ your level. Alternatively, you summon a number of critters (page 244) equal to your level. Such animals appear after 1 minute in wilderness or rural areas, or 1 hour in dungeon or urban areas, and remain for 1 hour, until dismissed by you, or until slain. Such animals do their best to assist you but never willingly harm nature or its allies (animals, druids, plants, etc). Requires Animal Friend. Costs 5 vitality.

Detect Presence: This improves Alarm such that it follows you as you move but only if no other sentient person is in the area.

Empathic Healing[M]: Up to 5x daily, an adjacent allied living creature recovers 1d4 vitality or 1d4 wound points, as you like. May be romantic, empathic or practical. Each use costs 1 vitality.

Fey Beauty: Boost your comeliness by +4. You carry fey blood, which expresses itself as preternatural good looks.

Fey Lover: You gain a fey creature as an adventuring companion and romantic love interest or blood-brother. Its level equals ½ your own. Whenever you gain 2 levels, the fey lover gains a level and will thus always be ½ your level. As a companion, he will happily maintain your outdoor properties, accompany you on missions in nature, and use abilities on your behalf. Overall, he is loyal to you, though he will occasionally subject you to friendly fey mischief, will avoid combat unless provoked and unable to hide or flee, and will never act in a way that clearly harms animals, itself, fey or the natural environment. If his Charisma exceeds yours, he may speak for you, as you like. If you lose the fey lover or treat him badly and cause him to flee, then you can attract a replacement fey lover after 1 year. The fey lover costs you 30 gp weekly in upkeep unless you are in a wilderness or rural area, in which case the weekly upkeep is free.

Feylorn Magic: You learn 2 basic or 1 intermediate ability for which you qualify drawn from the druid, goyle, ranger, sage or shifter class. You can take this award multiple times. Each time select a different ability for which you qualify.

Feyweald Blend[M]: You merge with invisible fey realms for up to 1 round per level, effectively vanishing from sight. You can see and hear in this state but cannot move or use abilities except to end the effect as a move action. Costs 2 vitality.

Magnificent Lover: This improves your Fey Lover such that your companion's level starts equal your own -2 and whenever you gain a level, he gains a level as well. Requires Fey Beauty.

Revitalizing Music: Once daily after 5 minutes of playing a instrument undisturbed and alone, you recover 4d6 vitality. Requires Musical Solace.

Shy Maestro[M]: You are capable of amazing performance for brief periods, especially when alone. Select 2 skills—either Acrobatics, Craft, Disguise, Handle Animal, Literacy, Music, Nature or Survival. Once daily for 10 minutes, you enjoy a +10 bonus on checks using those 2 skills. Doing so costs 2 vitality or 5 vitality when you are aware others are observing you.

Fiendward

You carry out the plans of a fiendish master in exchange for power. You may bind devil spirits, extract soul energy, gain an imp familiar, or even acquire demonic features and abilities.

Qualifications

Here are key rules to enter and continue in this theme.

Entry: Any evil alignment.

Best-Fits: This theme is great for blackguards, warlocks, and similar vile folk, and for tieflings, though any character can go down a dark path to satiate an urge for sin or power.

Origins

Fiendwards cavort with demons and devils, usually losing their soul in the process. Consider, what's driven you down this profane path?

» You were foolish. Perhaps you sought something for nothing or thought you were trading with neutral beings.

» You were desperate. Perhaps someone took your inheritance, held a loved-one for ransom, or threatened your town or such. Drawing on fiendish power is a quick means to survive.

» You are held captive by your chief sin, such as lust for carnal pleasure. A fiendward indulges his sins with exquisite enjoyment.

» Vengeance—it's that simple. A fiendish patron offered you a chance to fulfill hatred, and you've pledged to serve in return.

» You know what you're getting into. You will acquire power, wealth or a similar mundane benefit, and maybe avoid damnation.

Affiliations

Fiendwards may show loyalty to mortals and their institutions, but their dark hearts lie with themselves and fiendish patrons. Lawful fiendwards often work in cabals to master vile magic and synergize their skills for the greatest gain, often while breaking weaker members to get ahead. Those with a more chaotic bent usually work alone or for short times under highly charismatic leadership. For all fiendwards, their goal is a potent place in the afterlife.

Personality

Fiendwards are mortals with dark, twisted souls. Some can disguise their vile nature with wit, a sob story, and phony gestures. But most are plainly wicked. Some, notably those in positions of power, openly flaunt their sins. They survive within a spiritual prison of their own making and typically use their mortality as a lure to tempt well-meaning persons to try to redeem them.

Minor Awards

Fiendwards may select from the following basic abilities.

Fiendish Guide[M]: You silently commune with a fiendish spirit as a swift action to gain insight and resolve. The chance you receive a benefit equals 30% + 2% per level. Success grants you a +5 bonus on your next skill check. Failure grants a +2 bonus. Requires Profane Lore. Costs 1 vitality.

Fiendish Patron: You gain a patron. It is a balor devil (RMG page 63) if non-chaotic or a cacodemon (RMG page 58) if non-lawful. You and the GM select its location. Once monthly, you may visit the fiend or its agents to request 50 gp in gold or mundane or magical gear. The chance the request is honored equals 70% + 1% per level. The fiend will not travel to you. If the check fails, you may try again 1 month later or when you advance to the next level, whichever comes first. If you seriously harm your patron, it's gone and another fiend replaces it after 1 year. You must be non-good. You cannot be good-aligned. Requires Profane Lore.

Fiendish Traits: You gain fiendish physical traits, typically a pair of horns and hooves, a tail, nasty bite, sharp nails or a set of spines. Whatever the traits, you can use them to inflict 1d4 damage against an adjacent foe that fails to resist using Reflex. Add your Strength modifier to the damage. This stacks with Horns and Tail.

Profane Lore: Apply a +5 bonus to Arcana, Bluff, History, Insight, and Perception checks when dealing with a fiend or recalling lore about fiends. Also, you speak Abyssal and Infernal and have a permanent fiendish sigil on your body that betrays your allegiance.

Sinful Energy: Once daily after engaging in an evil act for 5 minutes, you gain 1d4+1 vitality. This may exceed your normal maximum vitality. Evil acts include lying, cheating, and stealing as well as impure and unnatural acts.

Soul Harvest[M]: Within 3 rounds of an adjacent living creature's death, you may collect a portion of its soul to gain animas (soul points) as a standard action. You gain animas equal to ½ its level, with +3 points if it's good, +2 if it's a virgin person, and +1 if it's mortal. Later, you can expend up to 3 animas as a swift action to improve 1 die roll made that same round by the same amount. Or, you can heal 1 wound or vitality point by expending 3 animas. Or, if you have a Fiendish Patron, you can give it animas, gaining 5 gp per anima point (max 50 gp/month). You can expend up to 9 animas daily. Gaining or using animas is always an evil act.

Tempt Into Sin: Once daily, 1 person you target within 15 ft must resist using Will or be friendly with you and aid you to perform an evil act for 5 minutes. Evil acts include lying, cheating, and stealing as well as impure and unnatural acts. When the effect ends, the person feels guilt and is unfriendly toward you (if good or neutral) or he may remain friendly to you (if evil) provided the activity was in his interest and a success.

Vile Token: You know 1 blackguard or warlock basic ability. Alternatively, you gain 1,000 gp or a +2 bonus on Comeliness. You can take this award multiple times. Each time select a different benefit.

Vile-Might Skills: You enjoy a +5 bonus on 2 of the following skills: Arcana, Bluff, Disguise, Intimidate, Religion or Trick. You can take this award multiple times. Each time, select 2 different skills.

Vilestep: Boost Intimidate, Stealth, and Trick checks by +3.

Major Awards

Fiendwards may select from the following intermediate abilities.

All You Need is Souls: An adjacent foe suffers 2d6 damage from your vile glare or is slain outright if it is level 2 or lower.

Fiendish Possession: Once daily for 5 minutes, you gain 2 levels worth of fiendish abilities. If you are non-chaotic, you gain abilities of 1 devil race such as barrister, nighthag or piercer (RMG, pages 60-63). Select which devil when first taking this award. Or, if you are non-lawful, you gain the abilities of the demonic host townie profession (RPG, page 262) for the duration. Also, while using this ability, your type changes to fiend. Requires Fiendish Traits plus either Fiendish Guide or Fiendish Patron.

Fiendish Ritual[M]: Once daily you may conduct a 1-minute ritual to summon a fiendish spirit and tap its powers. Select a single warlock magic ability of any tier you can access except paragon tier. The ability is available to you for 24 hours. Requires Profane Lore.

Greater Soul Harvest: This improves Soul Harvest such that you can expend up to 18 animas daily. Also, you may transfer up to 3 of your animas as a swift action to an adjacent person who may use them to boost his next d20 roll that round. Will resists if unwilling.

Influence Fiend[M]: If you beat the Will of a fiendish creature within 30 ft, it does its best over a 1-hour period to complete a task that you phrase in 10 words or less. The fiend will not deliberately harm itself and the effect has a 50% chance to end each round that its life is in danger. Costs 2 vitality.

Revitalizing Sin: Once daily after 1 minute of engaging in an evil act, you recover 4d6 vitality. Evil acts include lying, cheating, and stealing as well as impure and unnatural acts. Requires Sinful Energy.

Summon Familiar[M]: You gain an imp as a permanent companion. Its level equals ½ your own. If you lose it, you may acquire another after 1 month and a 25 gp cost. Imps only obey evil masters.

Vile Epithet[M]: A sentient foe within 30 ft that can hear you is stunned for 1d4 rounds. Will resists. Costs 2 vitality.

Vile Gift: As Vile Token but gain an intermediate ability or 2,500 gp. Can be taken multiple times, each time gaining a different benefit.

Vile Wounding Strike: As a swift action, your next weapon attack that round delivers 1d2 vile wound damage in addition to any other damage dealt. Requires you know Fiendish Guide. Costs 2 vitality.

Fist

You develop your martial arts prowess, relying on your feet, fists, hands, head, legs, and whole body as a finely honed defensive bastion and pummeling weapon.

Qualifications

Here are key rules to enter and continue in this theme.

Entry: You must know Unarmed Strike or take it as your first award. Moreover, you must have Wisdom 13+ plus Strength, Constitution, and Dexterity 9+. Finally, 1 physical attribute must be 13+.

Best-Fits: This path is suitable for any class, even the monk, who already uses his fists. While manufactured weapons are a staple of many societies and adventurers, some heroes eschew or complement traditional tools for one they can never lose: the body.

Origins

What lead you down the path of counter-resistance? Consider, what is the origin of your training and hunger for martial arts?

» You were raised by a band of monks at their school and have known only this path all your life.

» When you were down on your luck, bullied, or defenseless as a youth, a dedicated monk took you in as one of his own and trained you to focus your body and spirit.

» You grew up in a society or circumstance where you could not use manufactured weapons. This limitation did not hinder people from learning the way of the fist.

» Although your profession might not normally require martial arts—you are quite adept with weapons, spells or both, you understand that the way of the fist is more than physical. It hones your spirits, boosting your speed, toughness, and vitality

» You were possessed by an ancestral spirit, reshaped by a magical force, or boosted by a unique electrotech device. For a brief time, you enjoyed amazing martial arts talents. Though they faded, some of the effect lingered, launching you on this path.

Affiliations

Some fists function best on their own. They wander from town to town, perhaps selling their martial talents, aiding the weak for a night's free meal and rest, or otherwise sustaining themselves. These wandering fists believe that a constant change of scene keeps them alert and sustains their spirit with perpetual learning from fresh and surprising challenges. Other fists, known as "brothers", enjoy working in a group, either a band of similar souls or acting as notable examples among those who are unfamiliar with this path's benefits. Many fists value their background. Did a fist train at a school, and if so, which one? Or did he train under a lone master, and if so, why did he depart on his own journey? Rarest of all is the self-trained fist who lacks an affiliation by circumstance rather than choice.

Personality

Fists tend to be calm, flexible, powerful, and quick in both body and mind. Unlike many persons whose personalities feel separate from their body, a fist enjoys spirit and flesh as one. Thus, fists often have an elemental quality: steady and grounded like stone, swift and flexible like the wind, deep and powerful like water, and blazingly destructive when needed, like fire. Many fists tend toward one element over the others even as they strive for a balance. In addition to their own human impulses, fists often find themselves standing apart from other people who don't understand their path. Some fists find this separation amusing, while others are discomforted as they struggle to sustain bonds most people enjoy with ease.

Minor Awards

Fists may select from the following basic abilities.

Action Ready: Boost Athletics and Perception checks by +5. You are strong and keenly aware of your environment.

Arcane Fist^{M}: As a move action, your fists count as magical and you enjoy a +1 bonus on attacks and +2 damage using your fists for 5 minutes. Requires Unarmed Strike. Costs 1 vitality.

Defensive Maneuver Training: When a foe targets you with the Disarm, Feint, Grapple, Sunder or Trip ability, apply a +5 bonus to resist the ability.

Endure Elements: You ignore the effects of extreme temperature. You can exist comfortably in conditions between -40° and 140° F without harm. Your gear is also protected. This ability is continuously in effect even when you are unconscious.

Grapple: You grapple an adjacent foe up to 1 size larger when you have 1 hand free and beat the foe's Fortitude. A grappled creature cannot move from its space and can only use a Light melee weapon that is already in hand. Each round, you must expend a move action to maintain the grapple, and the foe can try to beat your Fortitude as a standard action to break the grapple. If you desire, you can block a grappled foe's mouth with 1 hand to prevent speech.

Improved Grapple: You enjoy a +5 bonus on your attack roll when using the Grapple ability and a +5 bonus on Fortitude to resist when Grapple is used against you.

Iron Fist: As a move action, apply a +2 bonus on your knockout attempt (RPG, page 227) for that round. Requires Toughness. Costs 1 vitality.

Martial Skills: Apply a +2 bonus on Athletics, Endurance, Heal, Intimidate, and Warcraft checks.

Unarmed Strike: You use your entire body including fists, feet, head and torso to deliver damage as a melee weapon. An adjacent foe must resist using Reflex or suffer 1d6 damage (or 1d4 if you are Small). Apply a +1 bonus to your attack roll and add your Strength modifier to your damage roll.

Vitality Surge: Once daily you regain 1d6 vitality.

Major Awards

Fists may select from the following intermediate abilities.

Action Surge: Once daily, you gain a bonus standard action in addition to the usual actions for a round. You can use the action to make a mundane or magical attack. You cannot combine this award with other abilities, boons or awards usable once daily.

Improved Initiative: You react quickly to attack. Apply a +5 bonus on initiative checks or +2 when overloaded.

Improved Unarmed Strike: This improves Unarmed Strike, such that you apply +2 on attack rolls and inflict +5 damage.

Many Fists Posse: You gain a set of martial artists called "fingers" who admire and support your wisdom and prowess and either guard your property or join you on missions. Their number equals ½ your level. They are 2nd-level townies who share your nationality, subject to GM approval. Typically they are acrobats, gladiators, healers, monasts, ninjas, undying warriors, and so forth. They serve you before their nation. If you lose a finger—or when you qualify for an additional one—then you can attract a new finger after 1 month. Each finger costs you 10 gp weekly in upkeep.

Mental Barrier: Permanently boost your Will by +5.

Revitalizing Trance: Once daily after 1 minute of meditating and calisthenics you recover 4d6 vitality. Requires Vitality Surge.

Stability: Up to once per round, you ignore any nonmagical ability that attempts to move you or knock you prone such as Bull Rush or Trip.

Sword Sage: As a standard action, you can attack once with Unarmed Strike and once with your melee weapon, both at a -2 penalty on the attack roll. Requires you know Arcane Fist and Unarmed Strike.

Tumbling Fall: You ignore the first 10 ft of damage due to falling if you are conscious and within 5 ft of a vertical surface such as a wall or curtain.

Whirlwind of Fists: Your flurry of fists inflicts 4d6 damage on 1 adjacent foe or 1d6 on all adjacent foes. Apply ½ damage when Fortitude resists. Requires you know Improved Unarmed Strike.

Geomancer

You heighten your magic by drawing on the strength of the earth itself, particularly by tapping geonodes, which act as nexus points for invisible energy meridians called leylines.

Qualifications

Here are key rules to enter and continue in this theme.

Entry: Know Dark Lore or 1 spell that causes electrical damage or affects earth or stone such as Sudden Burial or Wall of Stone. You can take Zap Ray as your first award to gain entry.

Best-Fits: This path is great for druids, elementalists, and other spellcasters who often find themselves outside or underground. While many geomancers specialize in a favorite terrain, adventurers who travel though various terrains will still find many useful awards.

Origins

Geomancy is not an obvious tradition. Many spellcasters miss the power of the earth all around them. What drew you to this magic?

» You grew up in the wilds or underground and perceived leylines and geonodes with the sensitive eyes of a child.

» You attended a school or trained under a hermit or even a friendly fey or cave monster that taught you geomancy.

» Just by chance, one day in a moment of need, you were standing in exactly the right way along a leyline and discovered its power.

» Electricity fascinates you. Perhaps you work with electrotech. You noticed patterns in how devices interacted with the land, performed tests and crafted theories, and "discovered" geomancy for yourself.

» One day while exploring you accidentally teleported between two geonodes, and after finding your way home, you educated yourself.

Affiliations

Geomancers sometimes work in small groups but most are travelers or hermits and seem to come and go as if out of nowhere, their wisdom resides in maps rather than spellbooks. Geomancers tend to be on good terms with local inhabitants of their favorite terrain, even calling on monsters as friends. Those who travel underground may affiliate with drow, dwarves, and other cavelander races.

Personality

Geomancers tend to be both close to the earth in their habits and also etheric in their use of magic. They can get on well with simple folk and often spend weeks or months outdoors or underground engaging in seemingly pointless and inscrutable tasks. Geomancers love to explore, collect, map, and mine, all while referring to phenomena that not even other magic users can perceive.

Minor Awards

Geomancers may select from the following basic abilities.

Endure Elements: You ignore effects of extreme temperature. You can exist comfortably in conditions between -40° and 140° F without harm. Your gear is also protected. This ability is continuously in effect even when you are unconscious.

Geomancer Skills: You enjoy a +2 bonus on Arcana, Athletics, Dungeoneering, Nature, and Survival checks.

Geosynchronous: You enjoy a +1 bonus on attack rolls and defenses while in your favored terrain(s) (see Terrain Focus below) and not indoors.

Locate Geonode[M]: You learn the distance and direction to the nearest geonode, which is a nexus for leylines. The table below describes typical travel times to geonodes, whether they are minor or major nodes, and how many terras (geo-points) they can produce per day for your use. The GM is the final arbiter of travel times and is free to adjust the odds of a minor or major geonode to suit the area.

Geonode	In Favored Terrain/s	In Other Terrains
Minor (5 in 6)	1d6 rounds, 1d6 x 30 ft, +3 terras	1d6 minutes, 3d6 x 100 ft, +1 terras
Major (1 in 6)	1d6 minutes, 3d6 x 100 ft, +7 terras	1d6 hours, 3d6 miles, +5 terras

Without this award, anyone can find a geonode on a successful Nature check. Use DC 21 for minor nodes and DC 35 for major nodes.

Resist Energy[M]: For 5 minutes, you or a touched ally enjoy +10 DR against 1 energy type, or +2 DR versus all energy types. Costs 1 vitality.

Resist Hazards: You enjoy a +2 bonus on saves to resist natural hazards (RPG, page 238), or a +10 bonus in your favored terrain(s).

Tap Geonode[M]: Whenever you are within 15 ft of a geonode, you may siphon off a portion of its magical energy as a standard action to gain terras (geo-points). The table above shows how many terras you can gain per node in a 24-hour period. Later, you can expend up to 3 terras as a swift action to improve 1 die roll made that same round by the same amount. Alternatively, 3 terras heals 1 wound or vitality point. Or, you can recharge or over-charge an adjacent geonode. You can expend up to 9 terras daily.

Tap Leyline: When you are not indoors and you attack using a magic ability, you may spend a move action to reposition yourself to flow with a nearby leyline to improve the attack. The benefit lasts as long as you and your target remain in the same spaces. The chance of success equals 70% + 1% per level. If you succeed, you enjoy a +2 bonus on your attack roll. Requires Geomancer Skills.

Terrain Focus: Select 1 type of mundane terrain such as arctic or jungle in which you have traveled within the past level. It becomes a favored terrain for you. You enjoy a +5 bonus on Survival checks in that terrain and you treat difficult spaces in that terrain as normal spaces for the purpose of movement. You can take this award multiple times. Each time you select a different terrain.

Zap Ray[M]: As a standard action, 1 target within 30 ft suffers 1d4 electrical damage per level (max 5d4) and is knocked prone if it is Size large or smaller. Fortitude resists. Requires you are a geomancer.

Major Awards

Geomancers may select from the following intermediate abilities.

Earth Speaks[M]: For 3 rounds, you gain tremorsense. During that time, as a swift action, you detect and pinpoint any creature or object within 60 ft that is in contact with the ground or a shared support such as webbing. Costs 2 vitality, or 5 vitality for an adjacent ally.

Electrical Torrent: You project a brown ray out to 90 ft that blossoms into a 15-ft-radius crackling ball. Creatures in the area suffer 1d6 electrical damage per level, or ½ damage when Fortitude resists. Costs 2 vitality.

Geo-Magic: You learn 2 basic abilities or 1 intermediate ability for which you qualify from the delvemage, druid or elementalist class.

Geo-Motion[M]: You gain a burrow or fly speed of 30 ft for 3 rounds or a climb or swim speed of 30 ft for 2 minutes. If you select fly, boost Acrobatics checks by +5 for the duration. Otherwise, boost Athletics checks by +5 for the duration. Costs 2 vitality.

Geonode Jump[M]: When you are within 15 ft of a geonode, you may vanish and reappear up to 500 ft away in an open space of your choice adjacent to the next closest geonode you've visited before. Or, if you do not specify a familiar geonode, you appear adjacent to a random one within range. After you arrive, you are dazed for the rest of your turn. You can take gear or an ally weighing up to 250 pounds. Costs 2 vitality.

Geosphere[M]: A 30-ft-radius volume around you transforms for 2 minutes, such that it counts as your favored terrain (or any terrain you favor if you have several). The change is modest and insufficient to cause harm. Costs 2 vitality.

Land Lock[M]: One creature up to size Large within 90 ft and touching earth cannot move from its space for 2 minutes, or for 1d4-1 rounds if Will resists. Costs 2 vitality.

Meld Into Stone[M]: You vanish into an adjacent 5-ft-cube stone volume for up to 5 minutes. You can hear but not see and can take no actions except to end the effect as a standard action. You are undetectable from outside the stone. Costs 2 vitality.

Pump Geonode: This improves Tap Geonode such that you can expend up to 18 terras (geo-points) daily. Also, you may transfer up to 3 of your terras as a swift action to an adjacent ally who may use them to boost its next d20 roll that round.

Revitalizing Leyline: Once daily after 1 minute of focus on surrounding leylines, you recover 4d6 vitality. Requires Tap Leyline.

Host

You work with symbionts and act as a host for one or more biological implants, one of which may become sentient, and even as a mediator for your bloodline, memories, and soul.

Qualifications

Here are key rules to enter and continue in this theme.

Entry: Constitution 13+.

Best-Fits: Any character can benefit from a symbiont, and while a medicant may already access some common symbiont-related abilities, this theme opens new doors to their crafting and use.

Origins

Hosts focus on symbionts. Consider, how did you acquire your first symbiont and what explains your affinity for these implants?

» You were implanted with a symbiont as part of a coming-of-age community ritual.

» A stranger left you with a symbiont, either as a gift or as a curse. You may have voluntarily accepted it or perhaps you awoke one day after an altercation and discovered it implanted within you.

» As part of a scientific project, you followed a guidebook or stole a night in a medicant's lab in order to grow your own symbiont.

» You turned to a symbiont to compensate for a perceived deficit. Perhaps you took a Camel's Hump to survive a desert journey or Drake Tongue to combat a bully or similar foe.

» Your symbiont was grown from the organ of a loved one, or perhaps even a foe, to carry on that person within you in some way.

Affiliations

Some hosts work in small professional groups to locate or grow new symbionts or run a clinic that offers symbionts. Ultimately, hosting a symbiont is a highly personal experience. While hosts respect each other and may detect their kind with ease, they don't feel compelled to gather. A few lawful evil hosts plot to spread the use of symbionts throughout a population in order to secretly exert their will.

Personality

Hosting is an intimate experience, particularly for those who carry a sentient symbiont. A host shares his body, mind, and possibly soul with an alien creature. Among hosts, some are more inspired, tapping their bloodline or the afterlife, while others are more pragmatic, perhaps with deep medical knowledge. Hosts can be any alignment and a symbiont can strongly amplify one's moral and ethical outlook.

Minor Awards

Hosts may select from the following basic abilities.

Astral Symbiont[M]: This improves Personal Symbiont such that it can access ancient memories from prior hosts or through an astral link to the afterlife. You enjoy a +5 bonus on History checks and a +2 bonus on 2 other skills selected by the GM when taking this award. Moreover, 1 particular person can host your Personal Symbiont, should you relinquish it or die. This person, decided by the GM, is typically a blood relative who shares your alignment.

Detect Symbiont[M]: You learn whether symbionts (RPG, page 202) are present within a 15-ft cone. Each time you scan the same area again, you learn the exact location (within 5 ft) and name of 1 symbiont present. Costs 1 vitality.

Divine Symbiont: Each day, you know for 24 hours 1 basic boon of your deity for which you qualify. Requires Astral Symbiont.

First Aid: Apply a +5 bonus on Heal checks, or +10 to halt bleeding. Normally, a DC 15 Heal check stabilizes a bleeding character.

Graft Symbiont[C]: You enjoy a +5 bonus on Heal checks. Also, you can place a symbiont into a patient after spending 10 minutes and 250 gp worth of materials. The process inflicts 1 wound damage on the patient.

Healing Symbiosis: This improves Vital Symbiosis. As a swift action, you may expend 1 point from the symbiont's vitality pool to heal yourself 1d4 wound points. Also, if you are bleeding, the symbiont automatically heals you if you or it possess at least 1 vitality.

Personal Symbiont: You gain 1 symbiont (RPG, page 202). It starts implanted into you. Unlike a standard symbiont, it is personalized to you; and while it can be removed, it cannot function within someone else. Thus, its value is a mere 1,000 gp.

Preserve[M]: An adjacent hide, organ, limb or vial of blood is preserved as fresh for up to 1 day per level. Costs 1 vitality.

Symbiotic Mindlink[M]: You touch an adjacent symbiont or person with a symbiont to form a telepathic bond for 5 minutes with it. Once formed, the bond works like normal speech, both ways, and over any distance. You can have 1 bond at a time. Will resists if the host is unwilling or the symbiont it is sentient and unwilling.

Vital Symbiosis: This improves Personal Symbiont. The symbiont gains a pool of 3 vitality that it can spend on your behalf when you activate it. Alternatively, when you fall to 0 vitality, you can transfer some or all of these points to restore an equal amount of your own vitality. The symbiont heals each night when you sleep.

Major Awards

Hosts may select from the following intermediate abilities.

Bonus Symbiont: You gain 1 symbiont (RPG, page 202) that is implanted into you and there is no chance of rejection though it increases your overall chance of rejection of symbionts gained without an award. This is a 2,500 gp value. You can take this award multiple times. Each time you can 1 additional symbiont.

Grow Symbiont[C]: You grow a symbiont from freshly harvested organs. The process takes 1 day and costs 1,000 gp. The market price is 2,000 gp. Growing a symbiont requires fresh water, a surgical bay, and the body part specified in the symbiont's description. See page 202 for details.

Mind and Body: Boost your Fortitude and Will by +2.

Psychic Symbiont: This improves Sentient Symbiont such that it learns 1 basic magic ability (but not award) that you know. Up to 3/day, it can activate the learned ability on your turn. If the ability requires touch or line or sight, you must provide that. It can automatically see and target you.

Remove Symbiont[C]: After 10 minutes of work, you safely remove a symbiont from a patient to reuse in another patient. You must pass a DC 18 Heal check. A failed check means the symbiont is destroyed and the patient suffers 2d6 wound damage.

Restore Symbiont[M]: A suppressed symbiont of your choice in you or an adjacent patient is restored to normal function. Costs 2 vitality.

Revitalizing Symbiosis: Once daily after 1 minute of communion with your symbiont, you recover 4d6 vitality. Requires Healing Symbiosis.

Sentient Symbiont: This improves Vital Symbiosis such that the symbiont gains an Intelligence score of 5 and Wisdom and Charisma scores equal to 2 less than your own. It knows 1 language of your choice and you both may communicate mind-to-mind as if telepathically linked at all times. It also gains your alignment (when taking this ability), a male or female personality (though it lacks a biological sex), and a personal name. It is always friendly to you, or neutral if you change alignment or seek to remove it. It has very limited comprehension and retains a number of 5-word facts (names, passwords, etc) equal to 3+your level. Whenever you level up, or up to 1/year, you can swap out 1 fact it knows. Detect Thoughts detects the Symbiont but other abilities that target sentient creatures and require line of sight do not function against it. It uses your defenses. Finally, should you die or suffer memory loss, it stores a record of your final moments, either your last 2 minutes (if it's alive) or last 3 rounds (if it's dead). Symbiotic Mindlink can read this record.

Symbiotic Surgency: Boost Athletics, Endurance, Heal, History, Insight, and Perception checks by +3.

Vital Symbiont[C]: After spending 1 hour and 500 gp, you permanently improve an adjacent symbiont such that it possesses 3 vitality. The symbiont's host can expend this vitality when using its abilities. The symbiont heals each night when the host sleeps. A symbiont can benefit once from this ability.

Industrialist

You are a capitalist magnate who harnesses investments in raw materials, factories, technology, and other boons in an age of electrotech to make even more gold, build more factories, and so forth.

Qualifications

Here are key rules to enter and continue in this theme.

Entry: You must have at least 1,000 gp in coins or gems. You can take Inheritance as your first award to meet this requirement.

Best-Fits: This theme is for characters such as bards and rogues who wish to capitalize on their urban social skills to generate revenue for or from their adventures. It is also appropriate for campaigns involving "industrial espionage", where characters own businesses, move money, and make products as a means to fight foes.

Origins

Adventuring is usually about fighting monsters in dungeons. What drew you to become an industrialist?

» Rather than loading up on magic items or relaxing in luxury, you channel your resources into businesses to grow your wealth.

» You view business is a means to gain greater influence in society through your control of factories and products.

» Since childhood, your passion is wealth and you engage in a life of adventuring merely as a stimulating hobby.

» Industry is a way to gain equipment, magic items, and such in a relatively cheap way without having to craft all the items yourself.

» You inherited a business; this wasn't your passion but it has its rewards and you are maintaining it to keep it in the family.

Affiliations

Usually, industrialists link to each other, experts, and materials providers, and also the aristocracy and other persons in positions of power. When they have secrets to keep, they tend to bring the relevant persons "in house" and cultivate connections. They usually prefer to deal quietly with their peers and in smart controlled ways with the public to protect their image.

Personality

Industrialists vary greatly in personality from quiet analysts to energetic pragmatists to wild enthusiasts. What they share is a keen mind for strategic approaches to build business and leverage money. Those who understand this commonality find it easy to make deals with them.

Minor Awards

Industrialists may select from the following basic abilities.

Fixed Income: You receive a monthly stipend of 50 gp from some of your wisely-placed and conservative long-term investments.

Inheritance: You gain 1,000 gp worth of artwork, gems, jewels, and masterwork items.

Legal Training: Apply a +5 bonus on Literacy checks, or +10 regarding matters of law.

Lesser Liquid Power: At any time after taking this award during your career, you may exchange up to 5 design points (RPG, page 39) worth of race or class abilities to gain wealth in the form of coins, gems and jewels, or property. You must declare the exchange before your take the ability you wish to forego. You can trade a basic ability for 1,000 gp, an intermediate ability for 2,500 gp, and an advanced ability for 5,000 gp. You may trade the abilities all at once or slowly over time.

Leverage for Influence: You are adept at using your wealth to influence others. Up to 5x per week, you may refer to your wealth and power to apply a +10 bonus to a single Bluff, Diplomacy or Intimidate check against a person or other sentient creature.

Merchant Network: Your business is linked into a faction or mercantile network. You can trade legal items not found in your local area in 2d4 days when you pay a 10% transaction fee.

Minor Influence: When gaining this award, select 1 of following options. 1) Boost Bluff, Diplomacy, and Nobility checks by +3. Or, boost Appraise, Craft, and Streetwise by +3. Your choice reflects whether you take a more people-oriented or product-oriented approach, respectively, to business. You can take this award a second time to gain the other benefit.

Mortgage: You can purchase properties worth up to 5,000 gp with 20% down and then repay the remainder with interest over a period of time, either 10% per month for 12 months or 8% per week for 13 weeks. You can only have 1 outstanding loan at a time. If you miss 3 payments in a row then the lender sends its agents to collect the property and you cannot use this ability again until you repay the loan + a 20% penalty fee. Requires Fixed Income or Variable Income.

Property Bonus: You gain 1,000 gp worth of property or an equivalent share in co-ownership of a property.

Variable Income: You receive a monthly payout based on the performance of some of your short-term, risky investments. Each month roll 2d6 to learn the result: 2) Lose 100 gp, 3-4) Break even, 5-9) Earn 50 gp, 10-11) Earn 100 gp, and 12) Earn 200 gp.

Major Awards

Industrialists may select from the following intermediate abilities.

Acquire Expert: This improves Merchant Network such that you can acquire after 2d4 days the services of any level 2 townie, even of a profession not available in your area, when you pay a charge equal to 40 gp x number of days to acquire.

Greater Liquid Power: As Lesser Liquid Power, but you can exchange up to 15 design points over your career and may exchange a paragon ability for 10,000 gp.

Industrial Team: You gain a loyal, reliable band of tradespersons, experts, and managers to assist you in business. Their number equals ½ your level. They are 2nd-level townies of any profession, subject to GM approval. Typically, they are alchemists, artisans, barristers, far-traders, golemwrights, technicians, and so forth. They happily maintain your properties, accompany you on missions involving trade and procurement of materials, and use abilities on your behalf. If you lose a teammember or he betrays your cause—or when you qualify for an additional teammember—you can attract a new teammember after 1 month. Each teammember costs you 15 gp weekly in upkeep.

Investor: Up to 1x per level or year (that is, when you normally gain faith points), you can lend money or invest in ventures. However, doing so is risky, and the risk level drives the potential for reward. Refer to the table below, choose your risk level and investment amount, roll d100 to determine success or failure, and administer the payout to be obtained after 1d12 weeks. While you wait for the gain or loss, you do not have the invested funds.

Risk Level	Chance of Success	If gain...	If lose...
Low	80%	x1.50	-50%
Medium	50%	x2.00	-40%
High	20%	x5.00	-60%

Keen Appraiser: Boost Appraise checks by +10.

Legal Immunity: You enjoy immunity to legal investigation except by nobility and you are always ensured a full court hearing before your peers when accused of a crime.

Loan: This improves Mortgage such that you can take out 2+ loans at once toward a property, vehicle, or magic item, so long as their total does not exceed 20,000 gp. You must have at least 5,000 gp worth of property as collateral.

Major Influence: When gaining this award, select 1 of following options. 1) You enjoy a +4 bonus on Bluff, Diplomacy, Insight, Intimidate, and Nobility checks. Or 2), you enjoy a +4 bonus on Appraise, Craft, Dungeoneering, Mechanics, and Streetwise checks. Your choice reflects whether you take a more people-oriented or product-oriented approach, respectively, to business. You can take this award a second time to gain the other benefit.

Property Windfall: You gain 2,500 gp worth of property or an equivalent share in co-ownership of a property.

Revitalizing Tour: Once daily after 1 minute of touring your businesses, live or in your mind's eye, you recover 4d6 vitality.

Mechanaut

You pilot a mecha, which is a construct with a cockpit. Similar to a medieval knight on his warhorse, you are a soldier of sorts, and your mecha is a loyal semi-sentient companion trained for battle or such.

Qualifications

Here are key rules to enter and continue in this theme.

Entry: Dexterity 13+. You must have a mecha or take Rental Mecha or Acquire Mecha as your first award.

Best-Fits: Any character can take this path. Mechanauts are often viewed as soldiers. However, fighters and similar folk are often more effective working freely on the battlefield. In contrast, artificers, psions, technomancers, wizards, and similar light-weight folks are excellent mechanauts. They can work their spells in safety while the mecha applies its muscle. Take this theme if you want to ride inside your adventuring companion.

Origins

Mechanauts are often viewed as an elite group who train for years on very expensive equipment. Consider, how did arrive to this point?

» As a young adult you out-competed other applicants to gain a coveted position as a mecha jockey.

» You inherited a mecha and are continuing the family tradition.

» In a change of roles, a mecha picked you. Whatever you tried to shake it off, it pursued you with affection. Finally, you relented.

» One day in battle as a regular soldier, or perhaps as a common townsfolk, you spotted an empty mecha and took it upon yourself to save the day. You two have been inseparable ever since.

» You are somewhat fearful and enjoy feeling safe and powerful inside a mecha.

Affiliations

Due to the high cost of crafting and repairing constructs, mechanauts tend to belong to military or industrial teams, fighting, building or mining as a group. Golemwrights in the background maintain these marvelous machines, freeing the pilots to hone their talents. These mechanauts tend to be strongly loyal to their nation or work unit. Whether on the battlefield, in a fight ring, or opposing work yards, they often seek each out and can sustain intense rivalries even with begrudging respect for each other. In contrast to most, a few mechanauts hold sufficient personal wealth to keep a mecha or three in a personal garage. They do their own repairs, are more the adventuring kind, and often enjoy pitting themselves against large monsters.

Personality

Mechanauts tend to be competitive and confident. A mecha's sheer bulk, loyalty, and power can make its pilot feel super-human. Beyond this similarity, mechanauts come in all alignments and personalities. One might be a "mecha whisperer" who spends hours customizing his beloved "mount" while another might be a brash, outgoing "ride boy" who enjoys drinking, gambling, and romancing. Naturally, since mecha are semi-sentient and highly loyal, their pilots often harbor deep affection for them, even over other people. Some mecha require 2 pilots who can grow very close to each other.

Minor Awards

Mechanauts may select from the following basic abilities.

Armaments: You are proficient with Medium armor and also light blades and firearms.

Battle Verve: Once daily when engaged in combat you may heal 1d4+1 vitality as a move action.

Cockpit Combat: Apply a +5 bonus on Pilot checks. Up to once per round while inside or adjacent to a construct, you can negate an attack against you by using the construct as a block on a successful DC 15 Pilot check. The construct takes no damage.

Construct Lore: Apply a +5 bonus on Arcana, Bluff, History, Insight, and Perception checks when dealing with a construct or recalling lore about constructs. Also, you speak Mechan.

Dreadnought Assaulter Skills: Boost Athletics, Intimidate, and Mechanics checks by +3.

Gear-Handy: Boost Mechanics checks by +2, or by +10 when repairing a robot or other construct.

Master Pilot: Boost Pilot checks by +2, or by +10 when piloting a construct.

Message[M]: You whisper a message that is clearly audible to 1 target within 90 ft. You only need line of effect, not line of sight.

Rental Mecha: You rent a level 3 mecha for 100 gp per month. You paid 1,000 gp as collateral against its 4,500 gp value. If you return the mecha in good condition, you recover 1,000 gp. Otherwise, you forfeit it. If you lose the mecha, you owe 3,500 gp.

War Training: You have practical knowledge of warfare. Boost Warcraft checks by +5, or by +10 once daily.

Major Awards

Mechanauts may select from the following intermediate abilities.

Acquire Mecha: You gain a mecha (page 239), which is a construct with a cockpit, as a follower. The mecha's level starts at ½ your level. Whenever you gain 2 levels, it gains a level and will thus always be ½ your level. If you lose the mecha or neglect it by keeping it from battle, and thus cause it to flee, then you can attract a replacement mecha after 1 year. The mecha costs you 15 gp weekly in oil, spare parts, and vanity supplies.

Custom Mecha[C]: You can improve any mecha (construct with a cockpit). Over your career, you can add a maximum of 10 design points worth of non-magical abilities known to you or an adjacent ally, potentially boosting a mecha's level by +2, though its level cannot exceed your own. In theory, this award allows you to add paragon abilities and templates (RMG, page 174) to a mecha. See RPG, page 39, regarding design points. Each design point costs you 1,000 gp in supplies. Requires Acquire Mecha, Construct Lore, and Gear-Handy.

Deflection Bubble[M]: As an immediate action while inside a construct, you encase it in a bubble of force energy, such that you both ignore all attacks until the end of your next turn. While protected, you both cannot move your position or make attack rolls. Costs 5, 10 or 25 vitality for a Medium, Large or Huge construct, respectively.

Dreadnought Defender Skills: Boost Acrobatics, Diplomacy, Heal, Mechanics, and Survival checks by +4.

Enhance Construct[M]: As a swift action while piloting a construct, you may grant the construct 1 of the following benefits: +10 ft land speed, +2 DR, +5 bonus to a single defense (Fortitude, Reflex, or Will), +2 bonus on attacks and +5 damage, +5 initiative, +10 on Athletics checks, +10 on Perception checks, +10 on Stealth checks, 30 ft Climb speed, 30 ft swim speed, +10 DR against 1 energy type, +2 DR against all energy types, or heal the construct 2d4 vitality. The effect lasts 1 round. Multiple effects stack if they are different. For example, +2 DR and +5 Initiative stack but one cannot get +4 DR or +10 Initiative. Costs 2 vitality.

Fantastic Machine[M]: You summon a level 1 ergo (RPG, page 245) within 30 ft to complete tasks for up to an hour, or a level 2 ergo for 10 minutes, or a level 5 ergo for 2 minutes. Costs 5 vitality.

Improved Mecha: This improves Acquire Mecha such that its level improves to your level minus 2. In doing so, it may change to a different kind of construct so long as it retains a cockpit. For example, it might upgrade from alpha ergo to dreadnought ergo. Thereafter, its level automatically improves by +1 each time you gain a level and thus it is always 2 levels lower than you. You 2 must spend 1 day per improved level making upgrades when taking this award. Moreover, you must spend 1 day of work each time its level improves. It costs 25 gp weekly in upkeep.

Repair Construct[C]: You repair 1d4 wound points per level to an adjacent construct. Costs 2 vitality.

Revitalizing Cockpit: Once daily after 1 minute of tending to or meditating in your mecha's cockpit, you recover 4d6 vitality. Requires Battle Verve.

Share Construct Traits[M]: When piloting a construct, you enjoy the effects of up to 2 of its defensive abilities such as Construct Traits and Magic Resistance.

Medic

You are a true healer. You cure wounds, restore vitality, banish curses and diseases, belay the dark energies of the grave, and generally place the protection of life above all other loyalties.

Qualifications

Here are key rules to enter and continue in this theme.

Entry: Select 1 mental attribute, either Intelligence, Wisdom or Charisma. You must have a score of 12+ in this attribute. Also, this attribute indicates the wellspring of your healing: either through arcane knowledge (Intelligence), deep faith (Wisdom), or an endearing personality (Charisma).

Best-Fits: Every adventuring party benefits from a medic. While a cleric, druid or medicant might specialize in the healing art, any character can learn the ancient secrets of "healing hands" to become a group's last or best resort for restoration and repair.

Origins

Medics focus on maintaining life. Most work to aid others, though some selfish medics learn the art merely to charge for healing or help themselves. Consider, what is the origin of your healing hands?

» A mysterious symbiotic creature resides deep within your chest. Through its power, wisdom, and compassion, it allows you to heal others.

» As a child, you or a loved one suffered terribly from an injury, disease or curse, perhaps ongoing for many years. You vowed to never allow such suffering again.

» Military or hospital service taught you the art of healing. Easing others suffering was highly rewarding and thus you hold to deepening your knowledge.

» This talent has run in your family going back many generations. Perhaps the blood of a famous cleric, lantern angel, blessed fey, or powerful asimar courses through your veins.

» You are cursed to be of service to others. Considering the number of injured and sick in the world, people seem to recignize you and badger you wherever you go.

Affiliations

Most medics pledge themselves to mortal life as an ideal rather than a specific organization, nationality or faction. Of course, some work within larger organizations such as hospitals and military units while others work on their own, either on behalf of isolated, undeserved communities or for small bands that lack sufficient means to heal themselves. Medics typically value life and wellbeing over death and suffering. Thus, they prefer to be with good or neutral persons. That said, a medic might only support patients of his own faction or nationality, viewing others as beyond or beneath his responsibility. Such medics face disapproval from their peers but are tolerated because they still support life. A few medics are twisted individuals who work with torturers or similar vile folk. These rare medics face harsh censure by their peers.

Personality

Medics are generally giving, supportive, and compassionate. They can feel others' pain, though they know when to suppress their empathy to maintain their composure, objectivity, and skillfulness, particularly on the battlefield or in cursed or plague-ravaged lands. They cannot crumple under the depressing weight of cries from the dying. Often, medics encounter patients who fall in love with them—or rather, love what they offer or represent. Medics must balance healing themselves to stay active in their cause, versus healing others as their oaths commonly demand. A great challenge medics face is whether to aid unrepentant evil persons or even monstrous creatures. A few grow hardhearted or cynical after witnessing years of evil or suffering. They may demand an exorbitant amount of gold for their services or easily give up when more is possible. Conversely, some medics grow arrogant, elevating themselves to stand like gods who can bestow life.

Minor Awards

Medics may select from the following basic abilities.

Brew Medicinal[C]: You place a curative ability that you or an adjacent ally knows into a potion, salve, oil, pill or similar mix that delivers a single-use effect to a creature. The ability must restore or grant vitality points or wound points. The cost and time equal 50 gp and 10 minutes for a basic ability or 300 gp and 20 minutes for an intermediate ability. You or the ally pay any vitality cost while brewing. See page RPG, page 196 for details and a list of common potions.

Cure Wounds[M]: One touched ally heals 1d6 wound damage per 2 levels (max 5d6) as you magically knit its flesh and bones. A creature can benefit only once daily from this ability. Costs 1 vitality.

Delay Ailment[M]: For you or a touched creature, you temporarily halt the progress of poison for 1 hour or disease for 1 day. Costs 2 vitality.

Detect Condition[M]: You learn whether disease, poison or a curse is present within or on an adjacent object or creature.

First Aid: Apply a +5 bonus on Heal checks, or +10 to halt bleeding. Normally, a DC 15 Heal check stabilizes a bleeding character.

Gentle Repose[M]: One touched corpse gains a neutral odor and fine appearance as if sleeping, doesn't decay, and can't rise as undead for 24 hours. Costs 1 vitality.

Healer[M]: An adjacent ally heals 1d4 wounds. Costs 1 vitality.

Know Status[M]: You are aware at all times of the general condition (wound points and vitality points) of up to 8 allies. You must touch an ally to establish a link and begin monitoring him. You can terminate a link as a swift action.

Spark Vitality[M]: Once daily, you or a touched ally regain 1d4+1 vitality.

Taint Immunity: You ignore the Taint ability.

Major Awards

Medics may select from the following intermediate abilities.

Combat Medic: Boost Endurance, Healing, Perception, and Survival checks by +4.

Cure Ailment[M]: You remove an ailment from yourself or a touched ally. Ailments include blindness, confusion, deafness, disease, exhaustion, fatigue, infertility, insanity, nausea, poison, and taint. This ability does not remove curses such as lycanthropy. Costs 2 vitality.

Death Ward[M]: For 2 minutes, you or a touched ally are immune to the effects of all ailments, curses, and necrotic energy damage. Costs 2 vitality for you or 5 vitality for an ally.

Dedicated Nurses: You gain a gaggle of nurses who can support your home community and patients while you are away, though they may also travel with you, even—and especially—when danger is likely. Their number equals ½ your level. They are 2nd-level townies of any profession with an ability that boosts Heal checks or restores vitality points or wound points. Typically they are courtesans, deacons, fleshweavers, healers, life-givers, paramours, wise wealds, witch doctors, or so forth. They swear loyalty to "heal first, and do not harm" and serve their patients before their faction or nation. If you lose a nurse or he changes faction or nationality—or when you qualify for an additional nurse—you can attract a new nurse after 1 month. Each nurse costs you 10 gp weekly in upkeep.

Healing Savant: You enjoy a +10 bonus on Heal checks.

Herbalist: After 10 minutes of work and 5 gp worth of herbs, you can cure 1 disease, neutralize 1 poison, end infertility, or end 1 case of fatigue, blindness, deafness, nausea or confusion. A creature can benefit once daily per point of Constitution bonus (minimum 1).

Pep Talk: Once daily, after 1 minute of inspiring words, you and up to 5 allies within 30 ft each recover 1d4+1 vitality.

Remove Curse[M]: You negate 1 curse afflicting the touched creature. A creature can so benefit only once daily. Costs 2 vitality.

Revitalizing Exercise: Once daily after 1 minute of calisthenics and meditative visualization exercises, you recover 4d6 vitality. Requires Spark Vitality.

Sweet Water[M]: You conjure a handful of pure water that if drunk within 1 round cures 3d6 wound points. Costs 2 vitality.

Metal-Urge

You possess a natural rapport with metal objects. You can detect, bend, conjure, levitate, magnetize, and sharpen metal items, among other dangerous tricks.

Qualifications

Here are key rules to enter and continue in this theme.

Entry: Anyone can become a metal-urge. That said, nature loving persons such as druids, elves, and halflings rarely walk this path.

Best-Fits: This path benefits anyone who spends time in a world with electrotech. It is particularly helpful for metal-clad warriors like fighters and paladins by granting them relevant magical power along with their melee prowess.

Origins

Metal-urges have an affinatity for metal. Consider, what is the origin of this affinity?

» After years of experimentation, you achieved your dream: resilience against foes. Now you grow stronger every day.

» Millions of invisible cell-sized machines churn through you. Perhaps you were infected by an alienesque or elemental goo.

» You were exposed to or impaled by a magical piece of metal. Its magic leaked into your blood and bones, empowering you.

» Your parents or a patron made a fiendish pact to imbue you with power over metal. The purpose of this pact will reveal iteslf in time.

» "You" were magically grown around a powerful but dormant metal object of great power. It acted as a seed and still resides within you. A great destiny or terrible death awaits.

Affiliations

Metal-urges may go solo or work in a group. In a group, they view themselves as the strongest link in a chain, whether than chain is part of a protective armor or a dangerous blade. Ruffian gangs of metal-urges proudly walk the streets of electrotech cities, while metal-urge engineers and craftsmen may labor together on difficult and awe-inspiring projects, building and repairing infrastructure from bridges and monuments to war machines. A rare few metal-urges use their talents as silent killers.

Personality

Metal-urges tend to be highly confident, if not unyielding, and also inflexible. They can evolve a weapon such as a spike or claws with just a thought. Thus, they know they are always prepared for a fight, and metal invariably wins against flesh. This gives them courage if not brazen bravado. Generally, they are hard to sway, intimidate or understand. Some say metal-urges tend to cold and perhaps heartless. On occasions when they suffer a surprise setback, they may be angry, hesitant, pessimistic or otherwise "bent out of shape".

Minor Awards

Metal-urges may select from the following basic abilities.

Detect Metal[M]: You learn whether metal and/or significant metal ore (5+ pounds within a 1-cubic ft volume) are present within a 30-ft cone. Costs 1 vitality.

Electrotech: You study invisible mundane forces of nature (called immateria) such as electrics, kinetics, nucleonics, optics, and sonics. You can make checks using the Technics skill (RPG, page 177) and enjoy a +2 bonus on Mechanics and Technics checks.

Gearhead: Apply a +5 bonus on Mechanics checks, or +10 when using steamgear.

Mentech's Hand[M]: You mentally move a single metallic unattended object within 30 ft weighing up to 25 pounds. You can move the object up to 30 ft in any direction. The item's composition must be at least ¼ metal to move it. Costs 1 vitality.

Metallic Warrior: You are proficient with Light and Medium metal armors and 1 weapon group of your choice.

Rings & Piercings: You adorn yourself with metallic ornaments that are permanently embedded into your skin, bones, and hair. They are arranged in an eldritch geometric pattern that grants you a permanent +1 bonus on attack rolls.

Scatter Spray[M]: You conjure a myriad of sharp baubles that fly from your hand to slice and bruise creatures in a 15-ft cone. Affected creatures suffer 1d4 damage per 2 levels (max 5d4), or ½ damage when Reflex resists. Costs 1 vitality.

Sharpen[M]: As a move action, your touch grants a metal weapon a +1 bonus on attacks and +1d6 damage. The benefits last 5 minutes and aid anyone who wields it. Costs 1 vitality.

Spike Finger[M]: An adjacent foe suffers 1d6 damage per level (max 5d6) as your forefinger briefly transforms into a piercing melee weapon. Reflex resists for ½ damage. Costs 1 vitality.

Steely Claws[M]: As a move action you show sharp metal claws that act as natural melee weapons. Together, the claws inflict 1d2 wound damage against an adjacent creature or object. Reflex resists. The claws last 2 minutes and impose a -5 penalty on skill checks that involve use of your hands. Costs 1 vitality.

Major Awards

Metal-urges may select from the following intermediate abilities.

Dancing Chain[M]: You conjure 1 mithril chain that lashes out from your hand and animates on its own. On your verbal command as a standard action, the chain either extends rigidly to afford climbing, or it binds a helpless Large or smaller foe, or it grapples an adjacent target if it beats its Reflex. On its turn, a helpless creature must succeed on a DC 35 Athletics check to escape, while a grappled creature can resist using Fortitude to escape. Success does not break the chain. The chain lasts 1 hour, uses your attack roll, and has DR 15 and 10 hit points. Costs 2 vitality.

Harden[M]: You boost DR by +5 for 2 minutes for an adjacent nonliving object such as a suit of armor weighing up to 250 pounds or a 5-ft square of a hull, wall or other surface. Costs 2 vitality.

Impaling Barbs[M]: As a swift action, metal barbs sprout from your armor and skin for 1 round. If you use a standard action and beat an adjacent target's Fortitude, you impale the target on the barbs, causing 3d8 damage + 1 per level. The barbs count as magical weapons. This ability does not hinder or augment any spikes you already possess. Costs 2 vitality.

Keen Blade: For 5 minutes, you improve the threat range of an adjacent metal weapon from just 20 to 19-20, or from just 19-20 to 18-20. Requires Sharpen. Costs 2 vitality.

Levitate Metal[M]: This improves Mentech's Hand so that you mentally move 1 metallic or metal-clad target weighing up to 1 ton a distance of 90 ft up or down. You can move the target out to a distance of 180 ft from you. The target's composition must be at least ¼ metal to move it. Unwilling targets may resist using Will. Costs 2 vitality.

Magnetize[M]: One target within 30 ft attracts nearby unattended metal objects. The environment is either sparse, average or rich in such objects. The objects must be loose, including nails, and not continuous metal pieces. An affected target suffers 1d4 damage in sparse environments, or 3d6 damage or 5d8 damage in average or rich environments, respectively. Moreover, if the target fails to resist using Fortitude, modify its speed for 2 minutes by -5 ft per damage die dealt (minimum 0 ft speed). Costs 2 vitality.

Mithril Claws: This improves Steel Claws to inflict 1d4 wound damage. Costs 2 vitality to show the claws.

Revitalizing Rod: Once daily after 1 minute spent concentrating on a held iron rod, sword or similar metal item weighing at least 2 pounds, you recover 4d6 vitality. Requires Sharpen.

Shape Metal[M]: After 1 minute of concentration, you mold adjacent unattended metal into a new shape. You affect up to 1 cubic ft per level. You can form a metal armor suit into a door, warp a metal sword to uselessness, open a hole in a metal hull, or so forth. You cannot alter the type of metal or its DR. Shaping an electrotech device may damage or destroy it as the GM decides. Costs 2 vitality.

Steel Skin[M]: You enjoy +3 DR for 1 hour as your skin acquires a hard, metallic sheen. This stacks with Metalskin. Costs 2 vitality.

Motorist

You can fix and pilot electric carriages and similar automatic (mountless) vehicles as well as engage in vehicle combat and mount vehicle weapons.

Qualifications

Here are key rules to enter and continue in this theme.

Entry: You must possess Dexterity 12+ and Intelligence 12+.

Best-Fits: This path is most suited to the artificer, gadgeteer or savant. However, any character such as a rogue with good hand-eye coordination and quick brains can benefit. This theme is best in settings where paved roads or stretches of flat land are common.

Origins

What is the origin of your deep affinity and remarkable talent for driving electric carriages?

» You were born in such a carriage, and you may well die in one.

» You like your freedom to keep moving and acting as a driver is a perfect means to whatever ends come your way.

» You just fell into this theme after gaining an impressive vehicle, one that may no longer have but captured your imagination.

» You took on the family gig, whether that was acting as a courier, chauffeur, or competitive racer.

» You have no affinity until one day you took the wheel with desert spice in your blood. That was the drive that opened your eyes.

Affiliations

A motorist works alone, on a team, or for a business or faction. The main question: Does he stay put or keep moving? The former gains attention, rivals, fans, and often a sponsor. The latter makes his exit whenever attention hinders his job or freedom. Either way, many motorists view relationships as brief arrangements of convenience, and give their loyalty only to their closest loved ones.

Personality

Motorists are often men of action with few words and little patience to stay put, walk into a trap, or surrender their thoughts. Even when personable and popular, motorists tend to maintain a distance akin to a vehicle's metal shell. They "get" and "love" carriages in a way others simply cannot. Those who understand this gain their trust—and a comfy passenger seat—long before others.

Minor Awards

Motorists may select from the following basic abilities.

Arcane Driver: Boost Arcana checks by +5, or by +10 on checks regarding vehicles.

Derby Charge: You can use an electric vehicle you are piloting as a bludgeoning melee weapon against creatures, vehicles, and other obstacles. Your vehicle must move at least 10 ft just prior to making an attack roll versus Reflex. The damage equals 1d6 per 10 ft covered during that move (max 10d6). At the same time, you must pass a pilot check with a DC equal to 10 + 2 per 10 ft covered against a creature or other soft obstacle or 10 + 4 per 10 ft covered against another vehicle or other solid obstacle. If you fail the check, your vehicle and the target split the damage dealt and you have a 50% chance to come to a complete stop. If you pass the check, the target suffers the full damage. Vehicle passengers suffer 1 wound damage for each d6 dealt to their vehicle. Against vehicles or obstacles, apply damage against a 5-ft square area. When you destroy 3 or 4 of a vehicle's 5-ft squares, it is disabled. When your destroy 5+ squares, it is destroyed (totaled). If a vehicle's pilot is dazed, stunned or otherwise incapacitated, it automatically crashes after 1d3 rounds and comes to a complete halt as if it suffered a failed Pilot check. Requires Motor-Pilot.

Electrotech: You study invisible mundane forces of nature (called immateria) such as electrics, kinetics, nucleonics, optics, and sonics. You can make checks using the Technics skill (RPG, page 177) and enjoy a +2 bonus on Mechanics and Technics checks.

Garage: By inheritance, gift or whatnot, you gain a garage worth 1,000 gp. The tiny structure is worth 500 gp. The contents include 500 gp worth of toolkits and vehicle materials and parts.

Gearhead: Apply a +5 bonus on Mechanics checks, or +10 when using steamgear.

Motor Mechanic: Apply a +5 bonus on Mechanics checks, or +10 when using electric carriages.

Motor-Pilot: Boost Pilot checks by +5, or by +10 when using electric carriages.

Mystique: Your vehicle makes you attractively mysterious. Apply a +2 bonus on Diplomacy checks, or +10 when inside, on or adjacent to an electric carriage.

Piloting: Boost Pilot checks by +5, or by +10 once daily.

Spice Mind: On any day that you take 1 dose of desert spice, you enjoy a +10 bonus on pilot checks for the remainder of the day. Moreover, once daily you may apply a +20 bonus if you take a second dose for the day. Desert spice costs 25 gp per dose. See page RPG, 166 for details.

Major Awards

Motorists may select from the following intermediate abilities.

Dazing Derby Charge: As a swift action when you use Derby Charge, you daze the targeted person or driver of the targeted vehicle for 1 round if you pass your Pilot check by 5+. Fortitude resists. Requires Improved Derby Charge.

Dimensional Alleyway[M]: You and your moving electric carriage (up to ½ ton) vanish and reappear (still moving) up to 30 ft away in an open space of your choice within line of sight. After arriving, you are dazed for the rest of your turn. You can take gear weighing up to 500 pounds. Requires Arcane Driver. Costs 5 vitality.

Focus: As an immediate action, you are not dazed. Costs 2 vitality.

Improved Derby Charge: When using Derby Charge, apply a +5 bonus on your attack roll. You also enjoy a +5 bonus on Reflex when defending against a foe's Derby Charge.

Personal Derby: You own an electric carriage such as an "ekka" with a market price of 5,000 gp. A standard ekka holds the driver + 1 passenger, weighs ½ ton, has DR 6 with 15 hit points per 5-ft-square area, goes up to 18 miles per hour (160 ft speed) for 6 hours, and is 9 ft long x 6 ft wide x 5 ft high. See RPG, page 186 for details regarding electric carriages.

Quick Pilot: You can make Pilot checks as a move action without penalty. Typically, this allows you to easily fire a weapon or cast a spell while driving.

Revitalizing Drive: Once daily after 1 minute of casual driving with no destination or foe in mind, you recover 4d6 vitality. Requires Mystique.

Signature Mod: You can permanently improve an electric carriage. When doing so, select 1 of the following options: +2 vehicle DR, +30 ft vehicle speed, +5 vehicle hit points per 5-ft square, or +5 damage when using Derby Charge. Alternatively, you can boost the vehicle's speed by 2x to 5x with a corresponding decrease in battery life. For example, for a 5x ekka, top velocity rises to 90 miles per hour (800 ft speed) and battery life falls to 72 minutes. Implementing the upgrade takes 1 week, access to masterwork artisan tools (RPG, page 168), and 500 gp in materials that are expended in the modification. The effect is permanent, does not stack with itself, and non-reversible. Requires Electrotech, Motor Mechanic, and Motor-Pilot.

Urban Sense: Apply a +4 bonus on Appraise, Bluff, Streetwise, and Trick checks.

Vehicle Weapon: You may add an electrotech weapon to a vehicle. Gain the weapon as usual, then spend 1 day and 500 gp to securely mount the weapon to the vehicle. A vehicle can hold 1 weapon per ½ ton. Thereafter, the vehicle's driver can spend a move action to fire the weapon from the cockpit, making an attack roll and determining damage as usual. The system includes a periscope and/or similar devices to afford relatively easy targeting. However, if the target is not adjacent to you or directly ahead or behind your the vehicle along a straight line, then apply a -2 penalty to the driver's attack roll. Requires Electrotech, Gearhead, and Motor Mechanic.

Occultist

You embrace the occult either to join dark entities or to defeat them. You study the secrets, strengths, and weaknesses of otherworldly menaces and perhaps conjure occult spirits to energize you.

Qualifications

Here are key rules to enter and continue in this theme.

Entry: Constitution 13+.

Best-Fits: The path of the occultist is highly dangerous. Any character might dabble in understanding evil and inhuman creatures in order to defeat them. But the secrets revealed invite a terrible path to power that appeals most to blackguards, necromancers, warlocks, and similar evil-aligned folk. Ironically, characters without spellcasting ability are the most likely to benefit because this path grants access to practical magic with minimal prerequisites.

Origins

Who pursues and cavorts with the worst sorts of monstrous evil, and why? Consider, what drew you onto his dark path?

» You lost a loved one to a demon or other menace and you've dedicated yourself to tracking and killing all such monsters.

» You have no quarrel with aberrations or such; simply, you study their secrets in order to access their power for yourself.

» Monstrous blood runs in your veins and it demands this path.

» You spent formative years in an occult academy, commune or similar community where interacting with the occult was normal.

» A specific being such as a devil visited you, perhaps soon after your birth, and imprinted in your soul the urge to power.

Affiliations

Occultists tend to work in tight cabals in order to trade and test lore. These cabals are the likely source of their unique nomenclature referring to praxis, menaces, and such. In some settings, occultists might even gather in academies. That said, most societies reject the study of evil entities due to their inherent danger, viewing possible benefits as misleading, corrupting and tragic. Thus, many occultists work very quietly with devils, vampires, and similar creatures.

Personality

Despite their interest in the habits and means of vile creatures, occultists are not necessarily evil. Some delve to destroy evil while others seek knowledge or are simply following a mysterious impulse. Whatever the reasons, the taint of the undead, and the unnatural nature of occult spirits inevitably twists an occultist's soul, transforming him into a being whose feelings, motives, and thoughts—his very creature type—is no longer familiar.

Minor Awards

Occultists may select from the following basic abilities.

Constellation Sign: Select 1 constellation sign such as Genie, Tree or Wolf. Whenever you are in a time or space ruled by this sign, you enjoy a +1 bonus on all dice rolls and saves. The signs link to months of the year and creature types as summarized on RPG page 251.

Detect Menace[M]: You learn whether aberrations, fiends, undead, and/or typeless creatures are present within a 30-ft cone. Concentrating a second round reveals the specific space of the highest level creature. Costs 1 vitality.

Detect Praxis[M]: You learn whether a curse or taint is present within or on an adjacent object or creature. If you spend 1 vitality and further concentrate for 1 minute on the target, you learn the name of the curse or the number of taint points.

Occult Lore: Select either aberration, fiend or undead type creatures when gaining this award. Apply a +5 bonus on Arcana, Bluff, History, Insight, and Perception checks when dealing with creatures of the selected type or recalling lore about them. Also, you learn Abyssal, Celestial or Infernal (select 1). You can take this award up to 3x, each time selecting a different creature type and language.

Occult Power: This improves Occult Surge to last 2 minutes.

Occult Savvy: Boost Arcana and Religion checks by +5.

Occult Surge[M]: Once daily, you can bind to yourself 1 spirit you know to gain its benefits for 3 rounds. The choice of spirit can differ each day. The way you bind the spirit—a potion you conjure and drink, words you scribe on a wall and recite, a squirming tattoo you imprint on your body, a terrifying apparition that possesses you, etc—rests with your imagination. Each use expends 2 gp in materials, which include parts and fluids of aberrations, fiends, and undead. While affected, you show the spirit's appearance on your body and your alignment moves 1 step closer to neutral evil. Resolve the spirit's abilities using Constitution. Afterward, you gain 1 taint point unless you beat your own Will. Exorcism ends the effect. This award grants knowledge of 1 spirit of your choice (page 160). Costs 1 vitality.

Resist the Occult: You enjoy a +1 bonus to DR, saves, and attack rolls involving aberrant, fiendish, undead, and typeless foes.

Spirit Lore: You learn knowledge of 3 more spirits (page 160) to use with Occult Surge (above). You can take this award 3 more times, for 4x total, to learn up to 12 additional spirits.

Taint Immunity: You are immune to the Taint ability.

Major Awards

Occultists may select from the following intermediate abilities.

Ambiguous Self: Your type changes to typeless. That is, abilities that specifically target your specific creature type (fiend, etc) no longer affect you. Abilities that report type reveal no information. When you die, the chance of a successful journey to your deity's afterlife realm equals 30% + 3% per level. If the journey fails, you cannot be returned from death using Raise Dead or similar means and you transform into a vivilor (page 243) of equal level doomed to roam the Astral Realm. Requires Greater Occult Focus or Vatic Power.

Augury[M]: You ask otherworldly spirits for insight regarding an immediate choice you face such as whether to open a chest or enter a room. You receive an answer of weal (good fortune), woe (bad fortune), or unclear (mixed fortune). The chance you receive an answer equals 70% + 1% per level. The answer is based on the likely outcome within the next 10 minutes. Costs 2 vitality.

Greater Occult Focus: This improves Occult Lore. You enjoy a +2 bonus on attacks and a +5 bonus on damage rolls against the selected creatures. Moreover, your attacks count as magical when targeting the selected creature type. If you took Occult Focus multiple times, this improves only 1 instance of that award.

Inviolate Self: This improves Protection From Evil such that relevant creatures cannot physically touch you or enter your space for the duration, though you can attack them. Costs +2 vitality.

Locate Menace[M]: Once weekly, you learn the distance and direction to the most powerful aberration, fiend, undead or typeless creature, if any, within 2 miles of you.

Protection From Evil[M]: For 5 minutes, the creature touched enjoys a +5 bonus to DR and saves to resist attacks by aberrations, fiends, and undead. Also, the subject ignores effects of possession by such creatures. Costs 2 vitality.

Remove Praxis[M]: You negate 1 curse or 1 taint point affiliating the touched creature. A creature can so benefit only once daily. Requires Detect Praxis. Costs 2 vitality.

Revitalizing Succor: Once daily after 1 minute of chanting and prayer, you recover 4d6 vitality. Requires Resist the Occult.

Summon Vivilor: You summon a vivilor (page 243), an ambiguously tarry, typeless, spirit-bound entity. It appears within 30 ft to complete tasks and remains for 1 hour (if level 1), 10 minutes (level 2) or 2 minutes (level 5). It has little concern for you or itself and may be careless when executing instructions. Costs 5 vitality.

Vatic Power: This improves Occult Power and Occult Surge such that you can tap spirits 2x daily, each time selecting the same spirit or a different spirit, and you can benefit an ally within 30 ft rather than yourself. You can take this award multiple times. Each time you gain 1 additional daily use. Once you reach 5x daily, you gain the option to bind 1 spirit for 24 hours.

Polytheist

You worship 3 deities that fall under the same constellation. You pay them homage, carry their symbols, and spend faith points as usual to access their boons.

Qualifications

Here are key rules to enter and continue in this theme.

Entry: You cannot have the Believer or Heretic theme or otherwise be constrained to worship 1 or no deities.

Best-Fits: This theme is ideal for characters of any class from polytheist cultures. A character's alignment and class often strongly influence the choice of deities.

Origins

Polytheists worship multiple deities. Consider, why did you select your particular constellation of deities?

» You were born under a particular constellation and are naturally drawn to the deities that preside within it.

» Your constellation is popular in your area or well-suited for your profession, such as the tree constellation for druids and rangers.

» You feel torn between 2 or more deities. Each is appealing. Rather than pick, you embrace them as equally relevant.

» Early on you had 1 deity but in a tight spot you called upon the aid of another. Since then, you seek to appease both.

» Your destiny intersects with the interests of multiple deities. Their representatives visited you and the result was a compromise.

Affiliations

Polytheists are open to the temples and rites of most deities, or at least tolerant of them. That said, even polytheists have favorite deities who are most relevant to their lives. Thus, they tend to spend effort on groups—societies, orders or denominations—linked to their deities' constellation sign. A few polytheists forcefully reject the deities of their opposing constellation.

Personality

Polytheists tend to be open-minded. Others call them opportunistic. Mostly, a polytheist's personality reflects his deities' constellation. For example, a follower of the wolf sign tends to be aggressive, primal, and warlike, often with tactical sense and loyalty to peers. Polytheists may seriously misstep on issues related to their opposing sign.

Minor Awards

Polytheists may select from the following basic abilities.

Bonus Faith Points: At each new level or new year, you gain 2 bonus faith points. See the call-out on RPG page 129 for details.

Constellation Deities: When first taking this award, select 1 constellation sign and its 3 deities from the table below. Or, select 3 of the 4 elemental lords (Aeolus, Neria, Pyrosa, and/or Terron). Or, select any 3 deities of the same alignment. These 3 count as "your deity" when spending faith points on boons and when adjudicating awards from this theme, such as Minor Daily Boon. At death your soul goes to the realm of the deity you favored most.

Sign	Deities	Crossed Sign
Portal	Kronos, Labat, Voktra	Spider
Spider	Lilith, Rorax, Xyzok	Portal
Tree	Majareet, Modikar, Tanish	Ghoul
Angel	Absolom, Esmariah, Iris	Fiend
Knight	Dazo, Mithrais, Stolgar	Dragon
Crown	Baal, Minerva, Solari	Lute
Lute	Corvis, Mikulishna, Shirvna	Crown
Dragon	Greenwyrm, Palendine, Tiamat	Knight
Fiend	Asmodius, Phane, Yaba	Angel
Ghoul	Nefriti, Noctoriun, Thulzuur	Tree
Genie	Beyos, Iblis, Maiya	Wolf
Magi	Anubis, Nornir, Yeurgit	Star
Wolf	Ezri, Grungar, Maurob	Genie
Star	Cosmina, Cthulhu, Ymuri	Magi

Constellation Lore: You enjoy a +5 bonus on History and Religion checks.

Constellation Sign: Select 1 constellation sign such as Genie, Tree or Wolf. Whenever you are in a time or space ruled by this sign, you enjoy a +1 bonus on all dice rolls and saves. The signs link to months of the year and creature types (see RPG, page 251).

If you know Constellation Deities, then the sign you select here must match the sign selected for that ability.

Flexible Faith: You enjoy a +2 bonus on Diplomacy checks, or a +10 bonus when negotiating with others on religious matters.

Minor Daily Boon: Each day you may know for 24 hours 1 basic tier ability (boon) offered by your deity. Typically, you draw the deity's occult circle and call its name.

Minor Divine Aura: Each day, select 1 skill listed under Auspice from 1 of your constellation deities. For 24 hours, you and allies within 15 ft enjoy the benefit of that skill boost (typically a +3 bonus). Requires Constellation Deities.

Spell Ready: Boost Arcana and Perception checks by +5.

Sudden Power: Up to 5x daily as a move action you pronounce your deity's name and select 1 of its basic boons. You immediately know that boon for 2 minutes. Then the effect ends.

Zest for Living: Boost your maximum vitality by +3 points.

Major Awards

Polytheists may select from the following intermediate abilities.

Constellation Power[M]: Once daily as a move action select a boon of 1 of your Constellation Deities. The ability must be of a tier you can normally access. You can and must immediately use the ability or you lose it. Afterward you are fatigued and lose the ability. Costs 2 vitality.

Heroism[M]: As a move action, you or a touched ally enjoy a +2 bonus on all d20 rolls for 5 minutes. Costs 2 vitality.

Major Constellation Bonus: This improves Constellation Sign, such that you apply a +2 bonus on all dice rolls and saves.

Major Daily Boon: As Minor Daily Boon except you select an intermediate boon listed under your deity instead. The boon acts as an intermediate ability.

Polytheist Disciples: You gain a retinue of disciples who act as crusaders, deacons, templars or whatnot. Their number equals ½ your level. They are 2nd-level townies of any profession who share your deity or deities, subject to GM approval. If you lose a disciple or he changes to a deity of a different constellation—or when you qualify for an additional disciple—then you can attract a new disciple after 1 month. Each disciple costs you 10 gp weekly in upkeep.

Polytheist Skills: Boost Arcana, Bluff, Diplomacy, History, Insight, and Religion checks by +3.

Resist Death: Your deity looks out for you, such that you automatically stabilize whenever you suffer wound damage. Moreover, up to once daily, if a single attack would kill you outright, you instead lie unconscious and stable at -1 wounds. When relying on this award, ignore the effects of other abilities such as Diehard.

Revitalizing Sacrifice: Once daily after 1 minute of sacrificing a minor object (1 cp) relevant to your constellation or its opposite, you recover 4d6 vitality. Requires Constellation Lore.

Share Boon[M]: An adjacent ally can use 1 basic boon you know of your choice for 1 hour. You can still use the ability and may grant multiple abilities to 1 creature. Costs 2 vitality.

Tripartite Power: Up to 3x in your career select a boon to learn rather than a class ability of the same tier. Each time, select the boon from a different deity. Requires Constellation Deities.

Roboticist

You build and manage constructs, be they drones, ergos, homunculi, housebots, or your own creations. Most are non-sentient but you may learn how to augment your creations with engrams for brainy behavior.

Qualifications

Here are key rules to enter and continue in this theme.

Entry: Intelligence 13+.

Best-Fits: A typical roboticist is an artificer, dragoon, gadgeteer, magister, savant, technomancer, voidmage or other person that focuses on crafting or electrotech. That said, any character can take this path to gain a chirpy, sassy or silent robot companion.

Origins

Roboticists spend their lives working with machines. Why did you adopt this affinity?

» You were raised by a construct guardian or retinue of housebots. Working with them is a natural path.

» During wartime, a plague, or other calamity, you were recruited to build, train or perhaps work alongside robots. Now you know a bit.

» A dramatic event motivates you to advance their cause. Perhaps a construct saved you or a loved one, or you fell in love with one.

» You've learned about constructs in order to fight off an invasion or other scourge.

» Electrotech is everywhere and using engrams to smarten constructs into robots is an exciting extension of your technics studies.

Affiliations

Roboticists tend to ally with patrons and organizations that provide funding for their expensive projects. However, they often dislike interference and may hesitate to hand over creations for nefarious purposes. Similarly, forging a construct often benefits from a skilled team, but roboticists can be secretive about their methods and competitive regarding results. Every new construct is like a new baby.

Personality

Roboticists do more than assemble parts, they think deeply about making machines that are useful and smart. Many roboticists tend to present a cool demeanor, akin to their creations, and may insist on or assume a high degree of logic and predictability from others. At the same time, they often hold a deep passion and love for their creations.

Minor Awards

Roboticists may select from the following basic abilities.

Construct Lore: Apply a +5 bonus on Arcana, Bluff, History, Insight, and Perception checks when dealing with a construct or recalling lore about constructs. Also, you speak Mechan.

Electrotech: You study invisible mundane forces of nature (called immateria) such as electrics, kinetics, nucleonics, optics, and sonics. You can make checks using the Technics skill (RPG, page 177) and enjoy a +2 bonus on Mechanics and Technics checks.

Forge Adept^{C}: This improves Forge Lesser Construct such that you can create constructs up to ½ your level. The cost equals 500 gp x the construct's level squared.

Forge Handy: Boost Craft and Mechanics checks by +5.

Forge Lesser Construct^{C}: You may create any construct type creature up to level 2. Its cost equals 500 gp if level 1 or 2,000 gp if level 2. Its market price is 2x that. Construction time equals 1 day per 1,000 gp. The construct is loyal and obedient via verbal commands by you or a specific master indicated by you upon creation. If it dies, you can restore it for ¼ its cost.

Quell Construct^{M}: You target 1 construct creature up to level 2 within 30 ft. It is dazed for 5 minutes, or for 1 round if its Will resists. Typically, this affects ergos and basic robots. Costs 1 vitality.

Repair Construct^{M}: An adjacent construct ally recovers 1d4 wound points. Costs 1 vitality.

Robot Mindlink^{C}: You gain a permanent, personalized technomagical implant (a transceiver, or "romi"). With it, you can form a telepathic bond for 5 minutes with a construct within 30 ft. Once formed, the bond works like normal speech, both ways, and over any distance. The construct is limited to what it can normally perceive and do, and it cannot communicate using speech if it's nonsentient. You can have 1 bond at a time. If the construct is not friendly, it may resist using Will. The implant is worth 500 gp but cannot be removed.

Scribe Engram^{C}: You can create engrams (page 199), which are technomagical devices that add brains and functionality to constructs. An engram typically looks like a small etched crystal shard. Once installed, it boosts a construct's Intelligence by +1 and grants it either 4 basic mundane abilities or 1 intermediate and 2 basic mundane abilities selected when scribing the engram. A person who knows the abilities must be adjacent. The cost equals 5,000 gp and 5 days work. The market price is 2x that. This award also allows you to implant and remove engrams, each requiring 1 minute's work. Requires Electrotech and Construct Lore.

Spare Parts: By inheritance, gift or chance, you gain 1,000 gp in spare parts to forge constructs or scribe engrams. You can take this award multiple times. Each time, you gain another 1,000 gp.

Major Awards

Roboticists may select from the following intermediate abilities.

Arcane Engram^{M}: For 5 minutes, 1 construct within 30 ft glows softly and enjoys the benefits of 1 engram (page 199) that it does not already possess. The nature of the glow betrays the engram's name and benefits on a DC 15 Arcana check.

You may take this award a second time to either imbue a second construct within range with the same engram or imbue the same construct with 2 different engrams, either way as a standard action.

Bot Brain: You now think more like a robot. Permanently boost your Intelligence score by +2. Requires Robot Mindlink.

Command Construct: This improves Quell Construct. A construct above level 2 is dazed 1d4 rounds if you beat its Will while affected constructs up to level 2 obey your verbal commands for 5 minutes and then ignore you for 4 hours + 1 hour per level. Costs 2 vitality.

Contain Construct^{M}: You spend 1 minute drawing a stationary 5-ft or 10-ft-diameter magic circle around a willing or helpless construct. Thereafter, it cannot pass or break the circle's perimeter for 24 hours, or 1 hour if sentient. Costs 2 vitality.

Craft Mastery: Whenever you use a craft ability—that is, an ability with a ^{c} mark—you have 3 options. You spend 20% less time, or you spend 20% less money, or you spend 10% less time and 10% money, as you desire. A cost reduction does not affect the item's market price.

Forge Greater Construct: This improves Forge Lesser Construct such that you can craft a construct of any level up to your own. Its cost equals 500 gp x its level squared. Requires Forge Adept as well, and these 3 awards together count in every way as Forge Construct (RPG, page 43).

Magic Gear^{M}: For 5 minutes, a touched construct enjoys a +1 bonus on attacks and delivers +2 damage per attack, and its attacks count as magical. Costs 2 vitality.

Revitalizing Romi: Once daily after 1 minute of using a technomagical implant, you recover 4d6 vitality. Requires Robot Mindlink.

Robot Keepsake^{M}: You can make a copy of a construct's mind, storing it in a crystal or gem worth 50 gp x its level squared. The construct must be adjacent or bonded via Robot Mindlink. If it's dead, the chance of success equals 30% + 3% per level. Thereafter, anyone with Robot Mindlink may use that to speak with it as if it were alive and embodied. Also, you may transfer the mind into a new construct at its time of creation, or into an adjacent willing or helpless construct. Drawing the mind into the crystal or releasing it into a new chassis costs 2 vitality. Reading the crystal is free.

Scavenge Parts^{C}: After 4 hours of work, you extract useful parts from an adjacent dead construct equal to ¼ its original cost. Reduce the cost of forging your next construct by the same amount, though you can only reduce the cost by 25% regardless of how much you scavenge. This process destroys the construct. Costs 2 vitality.

Rocketeer

You use electrotech to fly. Your not-so-secret motive force is a personalized jet-pack. With experience and handy technic skills, you improve the jet-pack for cool moves.

Qualifications

Here are key rules to enter and continue in this theme.

Entry: You must possess Dexterity 12+ and Intelligence 10+. Moreover, you must know Electrotech or select it as your first award when taking this theme.

Best-Fits: Who doesn't want to fly? With no magic, and for a cheap investment, any character can take baby-bird steps to take to the air. Flying characters are a great asset, particularly against landbound foes and over challenging terrain. Consider taking this path if you wish greater mobility.

Origins

Rocketeers love to fly and are adept with electrotech. Why did you become a rocketeer?

» A military unit or similar organization recruited you and trained you as a rocketeer.

» Since childhood, you have loved to build flying contraptions, and a personal rocket is your ultimate creation.

» Truth be told, you are afraid of heights and flying makes you queasy. Yet you have persevered to overcome your phobia.

» A rich ecentric uncle left you his jet-pack. And here you are!

» You first donned a jet-pack to impress the target of your romantic interests. Since then, you've found that flying can get you all sorts of things that are normally out of reach.

Affiliations

Some rocketeers go it alone, while others are part of a club with regional groups that span the world, its skies, and perhaps beyond. Militaries often employ a few rocketeers to help scout or to reach difficult places. On the other hand, many organizations find rocketeers too visible and loud, and finding favor and work can be harder than one might think.

Personality

Some rocketeers are serious folk who use their jet-pack as a bounty-hunter or scout. Others are flamboyant performers who crave attention. The former are known for their efficient moves while the latter are known for adding extra flourishes when they can. Both share an urge to view the big picture—from the air one can often see patterns, possibilities, and strategies that are missed from the ground.

Minor Awards

Rocketeers may select from the following basic abilities.

Battle Flyer: Apply a +3 bonus on Perception, Pilot, and Warcraft checks.

Blast Off: You may expend all jet-pack fuel canisters as a single standard action. The distance flown equals the total contribution from all canisters. Using this ability requires your entire turn. You must end your flight by landing, as usual.

Controlled Descent: As an immediate action, you descend to the ground with a gentle landing rather than suffer falling damage. Requires you expend 1 canister (or 1/5 canister if you have Fuel Upgrade), or ½ that if falling 30 ft or less.

Electro-Mechanics: Boost Mechanics and Technics checks by +5.

Electrotech: You study invisible mundane forces of nature (called immateria) such as electrics, kinetics, nucleonics, optics, and sonics. You can make checks using the Technics skill (RPG, page 177) and enjoy a +2 bonus on Mechanics and Technics checks.

Flight Focus: Boost Acrobatics, Athletics, and Pilot checks by +2, or by +5 when attempting precision flight, fly checks or other flight-related uses of those skills.

Hustle: As a swift action up to 1/round, you gain a bonus move action. Requires Battle Flyer and Flight Focus. Costs 1 vitality.

Jet-Pack: You gain a basic jet-pack (DR 10, 25 hp) worth 1,000 gp that only someone with this ability can use. As a standard action, you activate the jet-pack, which grants the ability to fly with a 30 ft speed for the remainder of your turn. You must end flight on a solid surface, else you fall. With each activation, roll d12: 1 = non-activation (no other effect) and 2 = stalls mid-flight (you fall). The jet-pack comes with and holds 3 canisters of low-grade alchemical solid fuel. Each canister weighs 2 pounds, costs 5 gp, and has DR 10 and 8 hp. Each activation expends 1 canister. Wearing or removing the jet-pack, or swapping in a fresh canister, takes 1 minute. The jet-pack is 8 pounds empty. You cannot wear Heavy armor with it. While in use, it is obnoxious and grants others a +5 bonus on Perception to detect you. Its electrotech elements are automatically charged by the fuel. If you lose the jet-pack, you can replace it for 400 gp and 1 week's work, or 1,000 gp and 1 day's work.

Throttled Burn: This adds +10 ft to your fly speed while using Jet-Pack.

Zeta-Rocket: This improves Jet-Pack to sport 3 Tiny batteries (2 pounds, 2 energy points each) and 1 electrotech port. Also, the pack never stalls or fails to activate and you can wear Heavy armor with it, though when doing so, modify the jet-pack's fly speed by -10 ft. These improvements add +1,000 gp to the jet-pack's value and proportionally increases the cost and time to replace it.

Major Awards

Rocketeers may select from the following intermediate abilities.

Aerial Commando: Apply a +3 bonus on Acrobatics, Athletics, Endurance, Heal, Intimidate, and Warcraft checks.

Electrotech Gear: You gain 2,000 gp worth of electrotech gear. You may pool the amount with your existing funds to purchase an electrotech item exceeding 2,000 gp. You may gain the gear even if you are not in a place where such gear is available, as it's assumed you have been crafting the gear yourself.

Fleet of Foot: Boost your land speed by +10 ft.

Flight Scout: When using Jet-Pack to fly, you can expend a swift action to make a single Perception check without penalty.

Fuel Upgrade: This improves Jet-Pack such that it can benefit from high-grade alchemical fuel canisters, each of which grants 5 uses (not 1) and costs 25 gp. This adds +2,000 gp to its value and proportionally increases the cost and time to replace it.

Hover Jet: This improves Jet-Pack, such that you do not need to land at the end of the turn and can instead remain aloft, hovering, by expending a move action each round. While doing so, you suffer a -2 penalty on attack rolls and skill checks.

Pump Dodge: As an immediate action, you declare that you ignore any 1 melee weapon attack or magic attack from an adjacent foe before you know whether it hits you. Requires Dexterity 15+ and expending 1 canister of rocket fuel (or 1/5 canister if you have Fuel Upgrade). Requires Jet-Pack, Battle Flyer, and Flight Focus. Costs 2 vitality.

Revitalizing Mind-Flight: Once daily after 1 minute of focused visualization of flight maneuvers amid inspiring vistas, you recover 4d6 vitality. Requires Battle Flyer.

Rocket Squad: You gain a set of flying followers who act as supporters, show-offs, fellow explorers, combatants, or whatnot. Their number equals ½ your level. They are 2nd-level townies of any profession with an ability granting a fly speed such as a jet guard, jet-main or jet-mage. They loyally serve you before their faction, nation, or such. If you lose a flying follower—or when you qualify for an additional one—you attract a new one after 1 month. Each flying follower costs you 10 gp weekly in upkeep, not counting expenses for refueling or replacing any flying gear.

Sonic Boom: As a swift action when activating Jet-Pack or Blast Off, Medium or smaller creatures within 15 ft must resist using Fortitude or fall prone and suffer 1d6 damage. Costs +1 canister (or +1/5 canister if you have Fuel Upgrade).

Shade

You draw upon the supernatural mysteries of shadowstuff to move quickly and stealthily, whether to surprise, dazzle with skill, or quietly dispose of objects and enemies.

Qualifications

Here are key rules to enter and continue in this theme.

Entry: Dexterity 15+. Also, you must know Darkvision and Dodge or you must take these as your first 2 awards. Finally, you cannot be a lightbringer.

Best-Fits: This theme is well-suited to stealthy types such as the bard, goyle, illusionist, rogue, shadowcaster, and warlock. A shadowcaster on this path can access a dozen abilities beyond his regular sphere of studies. This theme is also a natural fit for underground and nocturnal races such as batfolk, drow, ghuls, and of course shadelings.

Origins

Shades are obsessed and infused with shadow-stuff. Consider, how did you end up on this path?

» You survived an attack by a shadow creature such as a cloaker or grave bat. Its bite infected you with an urge to embrace shadow.

» You spent your formative years underground or in a parallel dimension of shadow, as typical of a drow or shadeling.

» As a shadowcaster, or an aspirant who failed to gain entry to the full study of the "gray mysteries", you've charted your own path.

» Your trade as a thief or assassin is greatly enhanced by the study of shadow magic. You've picked up a number of useful tools.

» Rather than inspiring fear, nightfall inspires in you romance and the beauty of graceful dance-like moves under moonlight.

Affiliations

The moon never sets on Nightwatch, a loose organization of dromites, drow, dwarves, kobolds, shadelings, shadowcasters, and similar folk who set aside their "normal" rivalries to pursue mysterious ends. Nightwatch is more than a patrol or cavalcade of lantern bearers. It proposes that the multiverse is but shifting shadows of a greater reality, which remains an eternal mystery. Of course many shades do not regularly or officially participate in Nightwatch but are intuitively sympathetic to its cause and their role in its efforts.

Personality

All shades share a love of dusk, dawn, night, moonlight, and mood-lighting. They may act morose or romantic, sadistic or tired, stubborn or easy-going, or some other juxtaposition of feelings that reflect the subtleties of nighttime and the complex interplay of "darkness by a light". Shades tend to set aside simplistic "daytime" notions like good and evil. Instead, they gravitate to an intuitive understanding of the complex intersection of forces. Some shades embrace their complex nature while others seek peace in a kind of harmonious "gray space" between light and dark worlds.

Minor Awards

Shades may select from the following basic abilities.

Accoutrements of Shadow: You gain proficiency in 3 of the following weapons: club, dart, dagger, light crossbow, mace, morningstar, rapier, sap, short sword, or shortbow (regular or composite). Also, you are proficient with light armor.

Artful Style: Boost Acrobatics and Stealth checks by +5.

Combat Reflexes: As a swift action during combat, modify your attack rolls by -5 and your Reflex by +5 for 1 full round.

Darkvision[M]: As a swift action, your eyes turn black and you see in darkness as easily as in daylight. Ending the effect is a swift action.

Dodge: As an immediate action, you declare that you ignore 1 melee weapon attack before you know whether it hits you. Requires Dexterity 15+ and works only in Light or no armor. Costs 2 vitality.

Nethersight[M]: Your Darkvision improves. You can see in magical darkness as well as normal darkness.

Shade Grace: You enjoy a +2 bonus on Acrobatics, Bluff, Disguise, Endurance, and Trick checks.

Shadow Illusion[M]: You conjure a visual illusion of a single object, creature or phenomenon (fire, etc) in an unoccupied space. The illusion does not create sound, smell or texture. It radiates temperature from 0 F to 140 F, though it is always colder than the ambiant temperature. It never causes damage. It occupies a single 10-ft cube out to 30 ft away for as long as you concentrate as a standard action + an additional 1d4 rounds (max 5 minutes). The image is static or moves in a repetitive 3-round loop that is unresponsive to interaction. A creature may resist using Will after touching the image or beating a DC 18 Perception check (if monochrome) or DC 12 (if color) by studying it as a standard action. The image vanishes when Will succeeds or when struck by a weapon or spell. You can use Trick as a move action without penalty to hide use of this ability. Requires a 5-ft-square of shadow within 15 ft of you or it. Costs 2 vitality.

Umbrage[M]: One target within 30 ft is blinded, deafened or muted (you choose) for 2 minutes as its eyes, ears or mouth (respectively) fill with chilling shadow stuff. Will resists. Costs 1 vitality.

Umbral Burst[M]: All living adjacent creatures suffer 1d6 cold damage per 2 levels (max 5d6). Fortitude resists for ½ damage. Costs 1 vitality.

Major Awards

Shades may select from the following intermediate abilities.

Blend in Plain Sight[M]: You draw upon a 5-ft-square of shadow within 15 ft to try to hide yourself from view using the Stealth skill without anything to actually hide behind and even if being observed. You cannot draw upon your own shadow. The effect lasts up to 2 minutes and ends if you move. Costs 2 vitality.

Evasion: You can avoid attacks with great agility. When you successfully resist an attack using Reflex, you take no damage from it as you dodge out of the way, even if you would normally suffer a partial effect. You still take full damage when you fail to resist. You do not gain this benefit when you are helpless or wearing Heavy Armor. Requires Dodge and Artful Style.

Horrid Shadow Spawn: This improves Summon Shadow (below) to allow you to summon a grave bat (RMG, page 46), cloaker (RMG, page 55), dispatcher (RMG, page 65) or shadow mastiff (standard wolf with the shadow creature template, RMG pages 170 and 179). You may give the cloaker or shadow mastiff the grappler or huge templates (RMG, page 177) if you wish.

Ignore Spell: As an immediate action while enjoying the benefits of Combat Reflexes, you ignore 1 magic attack that targets you. Costs 2 vitality.

Revitalizing Shade: Once daily after 1 minute of meditation in an area of low-light or while blindfolded, you recover 4d6 vitality. Requires Umbrage.

Shadow Craft[M]: You conjure up to 1 cubic ft per level of nonmagical, nonliving, unattended plant matter (typically, furniture or clothing such as a ladder or suit of beasthide). For wooden weapons, the wielder suffers a -2 penalty on attack and damage rolls (minimum 1 point of damage). Items are always monochrome. The item or items last 1 hour or until dismissed by you. Requires a 5-ft-square of shadow within 15 ft. Costs 2 vitality.

Shadow Step[M]: As a standard action, you transport yourself to any open space within 60 ft and line of sight, provided you move from and to a place of shadow or darkness. Costs 2 vitality.

Summon Shadow[M]: You summon a level 5 shadow (RMG page 245) within 30 ft to complete tasks for 2 minutes. Shadows generally hate life and despise serving others but tend to do their best to complete their missions out of fear. Costs 5 vitality.

Umbral Blast[M]: All living creatures within 30 ft or along a 90-ft line or within a 30-ft cone suffer 1d6 cold damage per level (max 10d6). Fortitude resists for ½ damage. Costs 2 vitality.

Uncanny Dodge: You ignore Sneak Attack damage when surprised or defenseless unless your attacker is 5+ levels above you.

Sha'ir

Imagine access to any spell in the multiverse! As a sha'ir, you learn to barter with genies for such power, typically by sending a tiny gen to retrieve the magic for you. You may trade your soul for wishes.

Qualifications

Here are key rules to enter and continue in this theme.

Entry: Able to cast at least 1 spell that causes energy damage.

Best-Fits: What spellcaster doesn't want unlimited access to magic? Well, it's not as simple as that—bargaining with genies never is. This theme is ideal for an elementalist, magus or follower of a genie or elemental deity. That said, anyone with magic can benefit.

Origins

How did you get involved with genies?

» They selected you. How and why is still a mystery you are sorting out. And it's concerning they think you owe them.

» You attended a school of elemental magic and this is a dangerous and popular approach to gaining more arcane power.

» Drops of genie blood flow in your veins, perhaps from a secret affair far back in your family tree. Their power flows in you.

» You summoned a gen familiar, thinking it might be cute or different from the usual options; it has taught you much since then.

» You were abducted by a genie or one of its servants as part of someone else's wish. Though now free, it was an odd experience.

Affiliations

In some lands, sha'ir practices are common and met with respect. Any caster worth his salt knows how to bend a genie's ear. In other lands, the technique is little known and the few practitioners likely stick together. What binds them all is their implied service to a genie master and the hidden realm of the genies in general. A sha'ir is an ambassador of a genie's court and his magic and fealty are owed to something terrible. Few sha'irs realize this until their fate is sealed in some surprising and horrific way.

Personality

Many students of genie magic seek to emulate genie mannerisms, including their flair for the dramatic and penchant to grant favors. Among genies, fulfilling wishes is their most iconic power. Similarly, among sha'ir the ability to retrieve a spell—any at all—can be framed with the flourishes of a wish. Sha'irs often charge a bit for their services, providing them plenty of profit to enjoy life's finer things, for another gold piece is just a flourish and a few minutes away. A few sha'ir are more circumspect and fear genie magic, as they should.

Minor Awards

Sha'irs may select from the following basic abilities.

Elemental Lore: Apply a +2 bonus on Arcana and Nature checks. Also, you speak 2 of the following languages: Aquan, Auran, Ignan or Terran.

Font of Favors: You gain 1,000 gp for the purpose of using Spell Fetch. You do not gain the gold directly. Rather, it is placed in an extradimensional account that your Gen Helper can tap while using Spell Fetch.

Gen Helper[M]: You conjure a Tiny elemental that looks like an apple-sized genie. It appears adjacent to you and remains for 1 hour. It can keep watch, courier notes, scout or entertain a crowd. It can't make attacks. It has 2 wound points, DR 2 (magical skin), a land speed of 20 ft, and Acrobatics, Nobility, and Stealth modifiers of +10 + your level. It speaks Genie and Common. Its vitality and saves equal your own. Costs 1 vitality.

Genie Court Title: You gain a genie courtier title such as Bayim (sir) or Nedim (courtier) and enjoy a +5 bonus on Nobility checks and a monthly stipend of 25 gp. You do not gain the gold directly. Instead, it goes into an extra-dimensional account that your Gen Helper can tap while using Spell Fetch. Finally, you may make a Nobility check in lieu of a Diplomacy check to gain temporarily lodging or simple favors from other nobles (of whatever titles).

Genie Lore: Boost Arcana, Bluff, History, Insight, and Perception checks by +5 when dealing with a genie, golem, mephit, minotaur, or naga, or recalling lore about such creatures. Also, you speak Genie.

Minor Elemental Spell: You permanently know any 1 basic magic ability for which you qualify that is listed under an elemental deity (Aeolis, Neria, Pyros or Terron).

Respect: Boost Intimidate and Nobility checks by +5.

Spell Fetch[M]: Your Gen Helper vanishes and reappears in a fanciful extradimensional bazaar where it acquires magic abilities on your behalf. The time and cost varies with the spell's type and power:

—Type 1: 1d4 rounds for any magic ability from a class that shares your prime attribute or from an elemental deity (Aeolis, Neria, Pyros or Terron) or a genie deity (Iblis or Maiya).

—Type 2: 1d6 hours for all other magic abilities, with a -5 penalty on the Nobility check (below).

The cost is the same as crafting a scroll: 25 gp for basic abilities and 150 gp, 325 gp, and 750 gp for intermediate, advanced, and paragon abilities, respectively. Typically, the gen exchanges gold or other coins or gems for a tiny trinket that hosts the spell. Optionally, the gen can pay by offering items at ½ their market price.

The gen can only fetch magic abilities of a tier you can normally access and can only fetch 1 at a time. While it is away, no time passes against the usual 1 hour limit for a Gen Helper.

The chance of success is a Nobility check equal to an equivalent scroll's Arcana check: DC 10 for basic spells, and DC 15, 25, and 40 for higher tier spells. Failure wastes time but expends no gold.

Trade complete, the gen returns and gives you the trinket, which you crush, swallow, burn or otherwise destroy within the next 24 hours in order to gain the ability for 4 hours + 1 hour per level.

Requires Gen Helper.

Superior Gen: This improves Gen Helper such that it has 5 wound points, DR 5 (magical skin), and each day knows 1 magic ability that you know up to advanced tier, using it as if you cast it. It still cannot make attack rolls. It remains for 4 hours + 1 hour per level. Costs 2 vitality.

Wishcaster: Boost Arcana and Literacy checks by +2. Also, you ignore the Words of Magic prerequisite when using Wish.

Major Awards

Sha'irs may select from the following intermediate abilities.

Contract of Wishes: Up to 3x in your career, up to once per level or year, your gen can retrieve a Wish spell (RPG, page 138) even if you cannot normally access that tier. In exchange, upon death, your soul moves to become the property of a genie of the GM's choice.

Extended Contract: Following a 1,000 gp donation, this improves Contract of Wishes to grant +3x uses over your career.

Major Elemental Spell: You permanently know any 1 intermediate magic ability for which you qualify that is listed under an elemental deity (Aeolis, Neria, Pyros or Terron).

Master Courtier: Boost Acrobatics, Arcana, Bluff, Diplomacy, Literacy, and Nobility checks by +3.

Protection From Energy[M]: You or a touched ally enjoy +20 DR against 1 energy type, or +5 DR versus all energy types, for 4 hours + 1 hour per level. Costs 2 vitality.

Revitalizing Potential: Once daily after 1 minute of respectful dialog with your gen, you recover 4d6 vitality. Requires Gen Helper and Respect.

Spell Negotiator: This improves Spell Fetch, reducing either the time or cost by 50%, or both by 25%.

Summon Mephit[M]: You gain a mephit (RMG, page 111) as a permanent companion. Its level equals ½ your own. If you lose it, you may acquire another after 1 month and a 25 gp cost.

Wealth of Favors: As Font of Favors but 2,500 gp instead.

Wondrous Magic[M]: Once daily you focus as a move action and select 1 ability of any tier you can normally access except paragon tier from an elemental deity (Aeolis, Neria, Pyros or Terron). You can and must immediately use the ability or you lose it. Requires Elemental Lore.

Soldier

You are a highly trained warrior familiar with military tactics. You hold a rank, can work well within a command structure, and you know key battle roles and skills.

Qualifications

Here are key rules to enter and continue in this theme.

Entry: You must have Noble Title, which starts you as a lieutenant. Alternatively, you must have a Constitution score of 13+, a non-chaotic alignment, and take Military Title as your first award.

Best-Fits: Any character may be a soldier. Classes like fighter, dragoon, grenadier, lancer, and samurai are natural fits. That said, military units need healers, sneaks, and spellcasters. Law-abiding, organized, and honorable are pluses. Consider this path if you would like a military background.

Origins

Soldiers form the backbone of armies, navies, and even air and space forces. Consider, how did you start your military career?

» You hail from a line of soldiers and follow in their footsteps.
» You joined the military to escape poverty or other bad situation.
» A foe attacked your family or homeland and you seek retribution.
» The thrill of tactical action, use of powerful weapons, or camaraderie with brothers and sisters in arms lured you in.
» You were conscripted, tricked to join, or placed in military school. After the initial shock, you've grown to enjoy military life.

Affiliations

A typical soldier fights with others under a banner. Each is a cog among thousands or hundreds of thousands. At the same time, the dangers and terrors of war demand trust and soldiers tend to forge loyalties within their fighting units. In contrast, a soldier who is part of an adventuring party is likely there on a mission that serves his nation's interests or is enjoying a leave of absence, perhaps as a mercenary. Some soldiers work exclusively for a faction, noble or aristocraftic house. A highly-trained adventuring soldier is a rare breed and is usually welcome back for active duty, should he seek that.

Personality

Most soldiers are lawful and their anchor is courage, both practical and moral. Military training uses repetition and the chain of command to instill this virtue and its corollaries: strength of character, resolve to fulfill one's word, faithfully leading and following as required, and familiarity with all relevant tools, persons, and organizations. In practice, individual soldiers fall short or even secretly reject these ideals due to ambition, cowardliness, laziness, or other flaw.

Minor Awards

Soldiers may select from the following basic abilities.

Calisthenics: Once daily after a 5-minute routine, you gain 1d4+1 vitality. This may exceed your normal maximum vitality.

Courage: Apply a +5 bonus on saves to resist fear effects. Also, you are immune to the Bully and Torment abilities.

First Aid: Apply a +5 bonus on Heal checks, or +10 to halt bleeding. Normally, a DC 15 Heal check stabilizes a bleeding character.

Gearhead: Apply a +5 bonus on Mechanics checks, or +10 when using steamgear.

Military Title: You gain the title of Private (if army), Recruit (if navy), or Airman (if airforce). You enjoy a +2 bonus on Athletics, Endurance, and Warcraft checks. Also, you gain proficiency with the dagger and 1 weapon (typically a longsword or rifle), which is your "boot-camp weapon" for the purpose of other soldier awards. At any time, you may request to go on active duty. If accepted (DC 15 Warcraft check), you reside for free at a military outpost of your nation, receive a 5 gp weekly stipend, and must obey legal orders of higher-ranked soldiers. And there is a chance of mishap: 6% minus 1%/rank (see table) in peacetime or 18% minus 3%/rank in wartime. A mishap inflicts 3d6 wound damage against your full normal wound points. If you survive, you heal normally. Finally, you may make a Warcraft check in lieu of a Diplomacy check to gain temporarily lodging or simple favors from other soldiers (active or veterans). You cannot take this award if you have Noble Title.

Piloting: Boost Pilot checks by +5, or by +10 once daily.

Promotion: Firstly, advance your rank by 1 step in the table at right. Use "enlisted" if you have Military Title. Use "officer" if you have Command School or Noble Title. Also, you gain 500 gp in non-magical armaments or potions. And select a benefit: +1 bonus on a defense (Fortitude, Reflex or Will), +1d6 damage using your bootcamp weapon, or +5 bonus on 1 skill. Also, each week that you serve on active duty, you receive a stipend of +10 gp in peacetime and +50 gp in wartime. You may take this award up to 4 times. Each time, advance by 1 rank, gain 500 gp in gear, select a different benefit, and improve your stipend.

Military Titles

Rank	Enlisted	Officer
1	Varies*	Lieutanant
2	Specialist	Commander
3	Corporal	Major
4	Sergeant	Colonel or Captain
5	Chief	Varies**

* Use Private if army, Recruit if navy, or Airman if airforce.

** Use General if army, Admiral if navy, or Marshal if airforce.

Tactics: Boost Perception and Warcraft checks by +5.

Terrain Focus: Select 1 type of mundane terrain such as arctic or jungle. You enjoy a +5 bonus on Survival checks in that terrain and you treat difficult spaces in that terrain as normal spaces for the purpose of movement. You can take this award multiple times. Each time you select a different terrain.

Warrior: You are proficient with Medium armor and 1 weapon group of your choice.

Major Awards

Soldiers may select from the following intermediate abilities.

All You Need is Kill: A foe in range of your drawn "bootcamp weapon" suffers 2d6 damage or is slain outright if it is level 2 or lower.

Army of One: You and allies within 30 ft are immune to charm, confusion, fear, and sleep effects for 2 minutes. Requires Noble Airs or Command School. Costs 2 vitality.

Command School: You become an officer with rank of Lieutenant. Boost Diplomacy, Insight, and Warcraft checks by +3. Also, you gain a 1-time gift of 1,000 gp in gear. From now on, you advance 1 step as an "Officer" whenever you get Promotion, and you receive a stipend of +25 gp in peacetime and +125 gp in wartime when you do so. Requires Intelligence, Wisdom or Charisma score of 13+. Also requires Military Title. You cannot take this award if you have Noble Title, which already starts you as a lieutenant.

Focused Strikes: Up to 5/day as a move action, boost by +5 your next attack roll that round with your bootcamp weapon. Requires Tactics.

Improved Initiative: You react quickly to attack. Apply a +5 bonus on initiative checks or +2 when overloaded.

Leadership: Boost Diplomacy, History, Insight, Intimidate, Literacy, and Nobility checks by +3.

Revitalizing Drill: Once daily after 1 minute of calisthenics with recitations, you recover 4d6 vitality. Requires Calisthenics.

Strategic Moment: As a move action, you direct allies to act by your plans. All allies within 30 ft enjoy a +2 bonus on attack rolls and deliver +5 damage until the start of your next turn.

Tactics Mastery: You understand how to mix movement with cover to advance or retreat safely while dealing with foes. Up to 10/day, whenever you are in combat but there is no adjacent foe, or a foe with reach into your space, you may take a 5-ft step as a swift action (maximum 3x/round). Using this ability, you can emerge from cover, attack, and retreat back to cover. While so moving, you enjoy a +5 bonus on Reflex. Requires Tactics.

War College: You have practical knowledge of warfare. Boost Warcraft checks by +10.

Spellbinder

You are an archivist and collector of spells and spell lore. You tote around spellbooks large and small, consult with other magic users to learn new spells, and may even steal magic.

Qualifications

Here are key rules to enter and continue in this theme.

Entry: You must know Arcane Training or select it as your first award. Also, you must Intelligence 13+.

Best-Fits: This path benefits anyone who wishes to access a variety of magic abilities, often minor but sometimes potent. It is ideally suited for wizards, who already have a spellbook. However, any character with patience can gain magic through hard study of magical arts.

Origins

Spellbinders enrich, and complicate, their spellcasting with books. Why did you become a spellbinder?

» You trained at a magic academy with a tradition of spellbooks.

» You found a book of powerful spells and realized that the only way to learn them was to master the craft of spellbinding.

» You value knowledge as much as magic, wanting to know how magic actually works, and spell binding is a happy medium.

» You scribed scrolls as an apprentice and this is a natural result.

» A loved one or mysterious stranger was somehow trapped within a particular spellbook and you studied spellbinding to free him.

Affiliations

Spellbinders may work alone, particularly if they have access to a library or take up a life of a roaming wizard. However, most gather in schools of magic where they inquire, debate, and exchange spells to add to each others' books. A spellbinder is likely to adventure, preferably with capable peers, in order to locate rare and legendary spells to add to his spellbook. This involves some thievery.

Personality

Spellbinders are bookish and value the acquisition of knowledge over its use. After a lifetime of collecting two dozen amazing spells, the spellbinder will only prepare a half-dozen a day. Not all spellbinders are introverted bookworms. A few others are more pragmatic and in business to make money rather than gain knowledge.

Minor Awards

Spellbinders may select from the following basic abilities.

Arcane Historian: Boost Arcana and History checks by +5.

Arcane Training: Apply a +3 bonus on Arcana and Literacy checks. You can read magic scrolls. Also, you speak Draconic.

Bonus Basic Preparation: This improves Personal Spellbook such that you can prepare an extra basic tier magic ability from a spellbook. You know it for 24 hours after you study your spellbook and incant for 10 minutes. You can take this award multiple times. Each time you can prepare an extra basic magic ability.

Comprehend Language[M]: You can comprehend a single mundane language for 4 hours + 1 hour per level. Costs 1 vitality.

Force Trap[M]: Your touch sets a password-protected trap on a book, container or door. Opening the target without speaking the password activates the trap and causes 1d4 force damage per 2 levels to adjacent creatures, or ½ damage if Reflex resists. You can stack traps and maintain a number of traps at once equal to your level. Exceeding this limit cancels your oldest trap. Costs 1 vitality.

Minor Spell: Select 1 basic magic ability for which you qualify from any class. You learn and can use that ability as if it were listed for your class. You can take this award multiple times. Each time select a different basic magic ability.

Personal Spellbook: When first taking this ability, you gain a free blank spellbook (RPG, page 168) with 100 pages. More usefully, you can add magic abilities (spells) to spellbooks.

To add a spell, you must encounter it: find it on a scroll, temporarily gain it through an ability like Pilfer Magic, access it from another spellbook, or spend 1 day with a creature that knows the spell.

At any time, you can permanently add an encountered spell to a spellbook after you pass an Arcana check and spend gold, time, and vitality. No Arcana check is needed to add spells you know from your class spell list. Otherwise, use the charts below to determine the DC.

Spell Tier	Arcana Base DC
Basic	10
Intermediate	15
Advanced	25
Paragon	45

Spell Trait	DC Modifer
Class spell	-5
Don't qualify	+5
Under your tier	-5
Above your tier	+5

The cost in special inks equals 5 gp x the DC. The time equals 1 hour per page. Basic magic abilities take up 1 page. Intermediate, advanced, and paragon magic abilities take 2, 5, and 10 pages respectively. You spend vitality equal to the spell's vitality cost. Copying from a scroll ruins it.

If you pass the check, the spell is added. Otherwise, ½ the pages are ruined and ½ the gp spent, and you must start over. Failure does not ruin a scroll you work from.

During your career, you may scribe into spellbooks any number of class spells. However, you are limited to scribing a number of non-class magic abilities equal to 5 + your level + your Intelligence modifier.

Each day, after you study a spellbook and incant for 10 minutes, you can use for 24 hours 1 extra magic ability from the book of any tier that you can access except paragon tier. This grants access to abilities you haven't mastered. Requires Arcane Training.

Scribe Scroll[C]: You place a magic ability that you or an adjacent ally know into a scroll or similar single-use media that a character with this ability or with Arcane Training or Artificer Training can use. The cost and time equal 25 gp and 1 hour for a basic ability; or 150 gp and 2 hours, 325 gp and 4 hours, or 750 gp and 8 hours for an intermediate, advanced or paragon ability, respectively.

Spell Scribe: Boost Arcana checks by +5, or by +10 when adding spells to a spellbook.

Tome Trader: You pay 10% less than usual when buying books and scrolls and gain 10% more when selling books and scrolls.

Major Awards

Spellbinders may select from the following intermediate abilities.

Bonus Daily Spell: This improves Personal Spellbook such that you can prepare either 2 more basic tier magic abilities or 1 intermediate tier magic ability from a spellbook.

Bookworm: Boost Literacy checks by +10.

Charming Thief: You know how to get close to your objects of desire. Boost Bluff, Diplomacy, Stealth, and Trick checks by +4.

Everlasting Spellbook: An adjacent spellbook gains +10 DR against attacks and no longer ages. It radiates faint magic. Requires Personal Spellbook. Costs 25 gp, 1 minute, and 2 vitality.

Hide Spellbook[M]: A touched or worn spellbook is invisible for 1 hour and may also briefly vanish from existence. An invisible object enjoys a +10 bonus on Stealth checks. Moreover, once during the period it is invisible and within 30 ft, you may mouth a command word as a swift action, causing it to vanish and move to a time period up to 1 minute per level in the future, as you like. The book returns onto your person even if you have moved. Costs 2 vitality.

Major Spell: As Minor Spell except you may select an intermediate magic ability for which you qualify instead.

Master Spellbinder: You are skilled at your craft. Boost Appraise, Arcana, Literacy, and Trick checks by +4.

Paragon Spellbook: This improves Personal Spellbook, such that 1 of the spells you prepare can be a paragon tier when you expend 10 vitality. Requires you have access to paragon tier abilities.

Revitalizing Spellbook: Once daily after 1 minute perusing your spellbook, you recover 4d6 vitality. Requires Personal Spellbook.

Summon Spellbook[M]: You target 1 spellbook within 2 miles. You don't need line of sight but you must have scribed at least 1 spell in it. If it is attended, the possessor may resist using Will. Otherwise, it appears in your hands. Costs 2 vitality.

Steamknight

You are a mechanically-minded soldier who sallies forth into battle with the potency of steamgear to surprise and overwhelm foes of more traditional means. You may also be a member of an elite order.

Qualifications

Here are key rules to enter and continue in this theme.

Entry: You must be proficient with at least 1 Medium or Heavy weapon. Also, you must have access to steamgear or take Craft Steam Weapon as your first award.

Best-Fits: Classes such as blackguard, fighter, gadgeteer, grenadier, gunslinger, lancer, mageblade, paladin, and ranger get the most benefit when becoming a steamknight. Also consider this path if you like steamgear or a steampunk based character.

Origins

Steamknights rely on an unusual and sometimes volatile technology, steamgear. How did you become a steamknight?

» You trained with the Order of the Steamknights, where you acquired a proper education in steam-based tactics and gear.

» Though you trained with traditional weapons, you imagined the benefit of using steam and found ways to harness it.

» A parent or guardian was a steamknight veteran and personally trained you to continue his tradition.

» You inherited a steamgear weapon and decided to figure out how to use it.

» Originally trained as a mechanic or scientist, wartime called you into battle to become a steamknight.

Affiliations

The first steamknights came together at the initial boom in steam gear. Mechanics and soldiers saw the benefit of using this technology for battle. After winning battles, they gained standing with the populace and became known as the Order of the Steamknights. Others admired their fame and effectiveness and followed suit, founding their own orders. Today, steamknight is a general term for individuals who utilize steamgear in war. While many belong to an order, a few "sell-steams" act as mercenaries, and local legends describe lone "gray knights" who act as vigilantes.

Personality

Steamknights tend to be strong, quick, and intelligent, since their gear requires a mechanical inclination and its use requires battle prowess. Beyond these qualities, some are genuine white knights, often young and confident in their technology and courage. Others are grizzled, perhaps scared by the rare backlash of failed steamgear. Legends of the first steamknights present a high bar for heroism that steamknights may find hard to measure up to.

Minor Awards

Steamknights may select from the following basic abilities.

Acquire Steamgear: You acquire 1,000 gp worth of steamgear (page 169, and RPG pages 174-175). You may add this award to existing funds to acquire more expensive steamgear.

Armor Training: Select 1 grade of armor: Light, Medium or Heavy. You are now proficient in all armors of that grade and can wear and benefit from such armor without penalty. You can take this award multiple times. Each time, select a different grade of armor.

Boiling Keen: Select 1 basic ability for which you qualify from the alchemist, artificer, gadgeteer, grenadier or lancer class. You now know this ability.

Craft Steam Weapons^{C}: You can improve melee weapons to incorporate the use of canisters of compressed steam. You wear canisters on your back, secure hoses to the augmented weapons, and release the steam in a controlled manner. Adding steam is a swift action, and each use inflicts +1d4 fire damage to your next attack that round.

A steam canister is a steel cylinder that stands 2 ft high and 6 inches around. It weighs 12 pounds, or 16 pounds when full, and costs 30 gp. Refilling a canister costs 2 gp. A 3-ft flexible steel hose with steel clamps, also required, costs 75 gp. A full canister contains 5 uses.

Gearhead: Boost Mechanics by +5, or by +10 when using steamgear.

Knight's Chosen Weapon: Select 1 weapon group with which you are proficient. Boost your attacks by +1 and damage by +2 when using weapons from that group.

Pack Mule: Treat your Strength score as 4 points higher than normal when determining your carry capacity.

Repressurize^{M}: You magically refill an adjacent standard steam canister such as used with a steam lance. Costs 1 vitality.

Steamknight Skills: Boost your Athletics, Endurance, Heal, Intimidate, and Warcraft checks by +2.

Steam Jet: You drain 1 full worn or held steam canister to fire a steam jet that follows a 30 ft line. Creatures that fail to resist using Reflex suffer 1d4 fire damage per 2 levels (max 5d6). Moreover, if you beat a struck foe's Fortitude, you push it back by 5 ft. Requires Craft Steam Weapons.

Major Awards

Steamknights may select from the following intermediate abilities.

Craft Steamgear: You can craft steamgear (page 169, and RPG pages 174-175). Craft cost equals ½ the market price, as indicated at the end of each item's description. The Mechanics DC equals 5 + an additional 5 points per size category above Small. The craft time equals 1 day per 1,000 gp cost, or 4 hours for items under 400 gp. If you fail a skill check, you may spend 2x the craft time and try the checks again. Requires Gearhead.

Resist Steam: You enjoy +2 DR versus fire and a +2 bonus on Fortitude and Reflex saves to resist fire.

Revitalizing Repair: Once daily, you recover 4d6 vitality after you spend 1 minute repairing or adjusting steamgear. Requires Gearhead.

Signature Steamknight: Select 2 basic or 1 intermediate ability for which you qualify from the alchemist, artificer, gadgeteer, grenadier or lancer class. You now know your selection.

Steam Cannon: This improves Steam Jet, such that you can drain 2 full steam canisters to project steam in a 30-ft-cone or along a 90-ft line. Creatures in the area suffer 1d6 fire damage per 2 levels (max 10d6), or ½ damage when Reflex resists. Moreover, if you beat a struck foe's Fortitude, you push it back by 1d4 x 5 ft.

Steam Cloud: When you expend 2 steam canisters, a hot dense vapor fills a 15-ft radius sphere around a point within 30 ft. The vapor obscures all sight including darkvision beyond 5 ft. Creatures more than 5 ft from each other have concealment (50% miss chance). The vapor is alchemically robust and resists normal wind, though Gust of Wind disperses it immediately. This ability does not work underwater. Requires Steam Jet.

Steam Shield: You can modify any shield after 10 minutes of work to function as a steam shield. Thereafter, as a swift action while holding the shield, it emits defensive blasts of steam that grant you a +2 bonus on Fortitude and Reflex for 1 round. Costs 1 use from a steam canister. Requires Craft Steam Weapons.

Steam Wall: As an immediate action, you declare that you ignore 1 instantaneous ranged attack (of any kind not against Will) that targets you before you know whether it hits. Requires you are wielding a steam-weapon and you drain 1 steam canister, or 2 canisters if the attacker is your level or higher.

Steamknight Captain Skills: Boost Athletics, Intimidate, Nobility, Perception, and Warcraft checks by +4.

Steamknight's Squire: You gain a steamknight squire as a follower. The squire shares your alignment and has whatever class, race, and statistics you and/or the GM decide, though he must also have the steamknight theme and may never switch themes. His prime attribute score is the same as yours. The squire's level starts at ½ your level. Whenever you gain 2 levels, the squire gains a level and will thus always be ½ your level. If you lose the squire or treat him badly and cause him to flee, then you can attract a replacement mini-me after 1 year. The squire costs you 15 gp weekly in upkeep.

Supernal

You embrace your nature as an immortal and seek to leverage your gifts, whether to survive in a superstitious and hostile mortal world or to rise as a powerful leader among your own kind.

Qualifications

Here are key rules to enter and continue in this theme.

Entry: You must have at least 1 level as an immortal. Moreover, you must have the Immortal ability in order to gain a major award. See chapter 5: Immortals (page 74) for details.

Best-Fits: This theme is specifically for immortal characters, whatever their nature. Many awards are relevant to settings where immortals are at least uncommon. Take this theme if you wish to maximize your unusual nature and play to supernatural themes.

Origins

Supernals rise as elders and leaders among supernatural creatures. What drives you?

» From early on, you needed supernal skills to blend into the mortal world in order to survive.

» Who doesn't want followers, to hold the limelight and impress both mortals and immortals?

» Monstrous and unnatural creatures of your type prowl the world. You feel the need to connect with and police them.

» Your kind need help. Either by your inspiration, or at urging of a mentor, you have taken up the mantle of leadership.

» You did not choose this path. The gods did. Perhaps you were taken and trained for a time in a deity's realm.

Affiliations

Supernals may work and travel alone, in the company of their own kind, or even among other immortals depending on how hostile or receptive the world is to their transformed nature. Often, supernals rise to lead mortal organizations, even whole nations, and surround themselves with those mortals who idolize and hold true to them.

Personality

More than other immortals, supernals feel exceptional, particularly if they gain awards like Channel the Divine that bring them closer to their counterparts in afterlife realms. Even good supernals must regularly check and test themselves to level their confidence and steer clear of the fall that comes with hubris.

Minor Awards

Supernals may select from the following basic abilities.

Blend into Daily Life: You enjoy a +3 bonus on Bluff, Disguise, and Trick checks.

Detect Immortals[M]: You learn whether other immortals are present within a 30-ft cone. If you scan the same area a second time, you learn the highest level of immortal present. Requires you are an immortal.

Immortal Blood[M]: Up to 3x daily, you may inflict 1 point of wound damage to yourself to produce a drop of blood that heals 1d4+1 wound points for an adjacent willing or helpless creature (and not yourself).

Impressive: Once daily, you may enjoy 1 of the following benefits: a +5 bonus on 1 attack roll, activate 1 of your immortal abilities as a move action rather than as a standard action, stop bleeding (even if unconscious), or gain a +5 bonus on a single Bluff, Diplomacy or Intimidate check, or +10 if the target is another immortal of your kind. You select the benefit when you use it, and each day you may select a different benefit.

Locate Immortal[M]: Once weekly, you learn the distance and direction to the most powerful immortal within 2 miles of you.

Mindlink[M]: You form a telepathic bond for 5 minutes with a sentient ally within 30 ft. Once formed, the bond works like normal speech, both ways, and over any distance. You can have 1 bond at a time.

Mortal Mask[M]: You enjoy a +20 bonus on Disguise checks for 4 hours + 1 hour per level to appear as you did as a mortal person, though of any age you choose from a Small child to an old person. You cannot look like anyone but you. Costs 1 vitality.

Repletion[M]: By expending 1 vitality point, you do not need to eat or drink for 24 hours.

Supernal Lore: Apply a +5 bonus on Arcana, Bluff, History, Insight, and Perception checks when dealing with a non-person creature of your type or recalling lore about such creatures.

Supernatural Lore: Boost Arcana, Dungeoneering, and Religion checks by +3.

Major Awards

Supernals may select from the following basic abilities.

Acquire Beloved Minion: You gain a non-person creature as a loyal follower. The beloved minion is sentient and the same alignment and creature type as you. Its level starts at ½ your level. Whenever you gain 2 levels, it gains a level and will thus always be ½ your level. If you lose your beloved minion or treat it badly and cause it to flee, then you can attract a replacement after 1 year. As the award's name suggests, you genuinely love the minion, if not adore him. The beloved minion costs you 15 gp weekly in upkeep.

Channel the Divine: You inscribe in the air 1 deity's symbol, thereby opening a channel to the deity's magic. On your next turn, you can and must use any 1 basic magic ability (boon) of that deity. Requires Supernatural Lore and Impressive. You must be an immortal to use this ability. Costs 5 vitality.

Lasting Link[M]: This improves Mindlink, Sense Link, and Dynamic Link to last 4 hours + 1 hour per level. Costs 5 vitality.

Make Offspring[M]: You transform an adjacent townie into an immortal of the same kind as you. The townie must be at or below 0 wound points and either helpless or willing. The process takes 2 minutes and is complete on the first midnight after 24 hours elapses. The offspring bears a visible mark for 3 days that is found on a DC 18 Heal or Perception check and interpreted correctly on a successful DC 18 Religion check. The newly created immortal starts friendly to you, and you share an emotional link that indicates satisfaction or distress (on a 1-10 scale), but you otherwise exert no special influence over each other. You permanently lose 3 vitality points to use this ability. You must be level 6 or higher to use this ability.

Nondetection[M]: For 1 hour you cannot be targeted by the following abilities: Detect Alignment, Detect Magic, Detect Magic User, Detect Thoughts, Far Sight, Forced Sense Link, Learn True Name, Locate Creature, Probe Thoughts, Scrying, and See Invisibility. These abilities detect nothing about you. This ability protects you even when you are unconscious. Requires you know Mortal Mask. Costs 2 vitality.

Occult Followers: You gain a band of adoring mortals who flatter you and serve your needs. Their number equals ½ your level. They are 2nd-level townies of any profession who share your race or nationality, subject to GM approval. Typically, they are well-suited to your nature and seek to emulate you; thus a werewolf attracts lycan townies, a vampire attracts kindred townies, a hunter attracts mage hunter townies, and so forth. These followers happily maintain your properties, accompany you on missions, and use abilities on your behalf. If you lose a follower or he betrays you—or when you qualify for an additional follower—you can attract a new one after 1 month. Each follower costs you 10 gp weekly in upkeep.

Powerful Host Body: You permanently gain +3 vitality points and +3 wound points.

Revitalizing Ritual: Once daily after 1 minute of intense focus on your supernatural core energy center, you recover 4d6 vitality. Requires Repletion.

Supernal Telepathy[M]: You wordlessly hear and speak with 1, some or all sentient non-person creatures of your type within 120 ft. Communicating is as natural and quick as normal speech but requires no shared language. Affected creatures cannot so communicate with each other. Requires Mindlink. Costs 1 vitality per minute.

Supernatural Skin: You radiate a magical aura that grants you a permanent +2 bonus on DR. This stacks will other bonuses.

Theurge

You love wielding magical power, typically in the convenient form of magic items or perhaps by secret means to master powerful spells normally beyond your ken.

Qualifications

Here are key rules to enter and continue in this theme.

Entry: A score of 13+ in at least 2 mental attributes.

Best-Fits: Who doesn't want more magic items, more powerful items, or access to cast more powerful spells before their time? This path is perfect for most treasure-hunting adventurers, particularly human clerics, sages, and wizards who are already prodigies.

Origins

Almost everyone desires magic items and more magic for themselves. What makes your interest particularly keen?

» You hunger for love or some other intangible need. But that need goes unmet and magic provides a powerful substitute.

» You found a treasure as a youth and that stimulated your imagination and prompted your efforts to master treasure hunting.

» You wish to craft a specific magic item or master a specific powerful spell, such as a spell to restore a lost loved one.

» You are on a quest to destroy a magic item, or perhaps work for an organization that collects or destroys magic.

» You suffer an intense urge to be god-like, to emulate and maybe overshadow a great spellcaster or perhaps even become a demigod.

Affiliations

Theurges can be found anywhere. They are often on the move, either to find a new item, offer their services to a patron, or escape an angry victim of their magic. Younger theurges tend to belong to arcane academies, churches, treasure hunting clubs, and such. All the better to trade information or at least listen in on what others are doing. In contrast, older more powerful theurges have more to lose and tend to work alone and may even hide in remote strongholds.

Personality

Theurges are known as benevolent wonderworkers, egotistical prodigies, paranoid collectors, and seedy mountebanks. Others often seek them out to learn their magic, benefit from a notable spell, or "study" their arcane treasures. This puffs their egos. Sages humorously suggest that a theurge is a living embodiment of a magic item, while others point to their name as mortals who aspire to divine power.

Minor Awards

Theurges may select from the following basic abilities.

Arcane Mark[M]: You mark an adjacent object with an invisible sigil that glows when you or a designated creature holds it.

Arcane Training: Apply a +3 bonus on Arcana and Literacy checks. You can read magic scrolls. Also, you speak Draconic.

Detect Magic[M]: You learn whether magic is present or absent within a 15-ft cone. Each time that you scan the same area, you learn the exact location (within 5 ft) and name of 1 magic ability present. This ability cannot locate invisible creatures or detect illusions.

Detect Treasure[M]: When you concentrate as a standard action, you note the presence or absence of gold coins, precious gems, magic items, quality artwork and similar treasure around you within a 5-ft radius per level. When you concentrate again in the same area, you learn the distance and direction to the most valuable treasure. Requires Arcane Training.

Identify: Apply a +5 bonus on Appraise checks. Also, after expending 1 hour of study and 1 vitality, you determine all properties of an adjacent magic item within view. You don't need to touch it.

Locate Magic Item[M]: Once weekly, you learn the distance and direction to the most powerful magic item within 2 miles.

Magic Aura[M]: You alter the aura of 1 touched object weighing up to 5 pounds per level. Abilities such as Detect Magic work differently on it for 1 day per level. Either a mundane item registers as magical or a magical item registers as mundane. Optionally, you may specify a particular strength and type of aura. Costs 1 vitality.

Minor Arcana: Select 1 basic craft or magic ability from any class. You learn and can use that ability as if it were listed for your class. You must meet the ability's prerequisites, if any, and the class's alignment restrictions, if any. You can take this award multiple times. Each time select a different basic craft or magic ability.

Spell Prodigy: When you attain 3rd level—or alternatively, when you attain level 4, 5, or 8—you gain 1 advanced class magic ability rather than the usual class abilities for that level, which you gain at 9th level instead. This works with Theurge Lore, such that you may have the option to draw from 1 of the cross-trained classes. This ability does not grant access to advanced tier boons, which you access at 9th level, as usual.

Theurge Lore: You gain some cross-training in 3 classes other than your own. Up to 3x in your career, add to your class list of abilities any 1 non-paragon ability for which you qualify drawn from those classes. You must still learn the ability as usual.

Major Awards

Theurges may select from the following intermediate abilities.

Arcane Wonderlore: Boost Arcana checks by +10. Requires Theurge Lore.

Customize Magic Item[C]: You can add a basic or intermediate magic ability that you or an adjacent ally knows—or that is present in an adjacent magic item or spellbook—into an existing adjacent reusable magic item that has your Arcane Mark. The cost and time equal 1,000 gp and 1 day for a basic ability and 2,500 gp and 3 days for an intermediate ability. Only you can access the added abilities; thusly, the item's market price remains the same.

Locate Object[M]: You learn the distance and direction to locate a specific familiar object or type of object within 500 ft of you (if such object is present). Costs 2 vitality.

Magical Trove: You gain 2,500 gp worth of magic items, typically in the form of potions and scrolls. If you know a craft ability such as Brew Potion or Craft Magic Item, you may apply may the funds to your craft costs.

Major Arcana: As Minor Arcana except you may select an intermediate craft or magic ability for which you qualify instead.

Obscure Magic Item[M]: For 4 hours + 1 hour per level, the touched magic item becomes invisible to everyone but you, and divination magic such as Detect Magic and Locate Object fail to detect its presence. Costs 2 vitality.

Revitalizing Magic Item: Once daily after 1 minute of focus using your implement, you recover 4d6 vitality. Requires Magic Aura or 1 reusable magic item on hand.

Seal Magic Item[M]: You cause an adjacent magic item to stop working except in your hands or for 1 specific named person or category of users such as dragons, elves or wizards. A DC 25 Arcana check overcomes the seal for that creature only for 24 hours. If the item is attended, Will resists. You can maintain a number of seals at once equal to 3 + your level. Temporarily suspending a seal for 2 minutes is a move action. Cancelling a seal takes 1 minute's work. Requires Arcane Mark.

Speak With Magic Item[M]: After a 10-minute ritual, you may ask 1 question per 2 levels over a 5-minute period from an adjacent dead or stunned magical beast or a magic item that you touch. You hear answers in Draconic and can only learn what occurred to it while alive or activated. You can use this ability up to once weekly on the same target. Costs 2 vitality.

Theurge's Might: Up to 3x daily, you can sacrifice vitality to access for 24 hours an ability from your primary class that you don't normally know. The cost is 1, 5, 10 or 25 vitality to use a basic, intermediate, advanced or paragon tier ability. You must already have access to that tier and otherwise qualify for the ability.

Waiting Hand[M]: You target 1 visible object within 30 ft weighing up to 20 pounds and teleport it into your open hand. Will resists if the object is attended. Costs 2 vitality.

Time Traveler

Also called a chrononaut or chronock, you regularly travel to other historical eras and are versed at blending in, locating where and when you are, and locating portals or persons that facilitate time travel.

Qualifications

Here are key rules to enter and continue in this theme.

Entry: Must be a chronomancer, have traveled through time at least once, or possess a means of time travel.

Best-Fits: Any kind of character may travel through time, and indeed, all kinds are needed because an urban center might be a wilderness or dangerous set of ruins in another time period. Of course, you need a means of time travel to make the most of this theme.

Origins

Very rarely does anyone travel through time. Why do you regularly visit other times?

» You act as an observer bent on accurately recording history. This may require you take visual recordings and erase memories.

» You are a caretaker or salvager of "lost" items, such as treasures destroyed by war, looting, neglect, and such. You retrieve these prior to ruin and bring them to a future museum or wealthy patron.

» You were born in another era and were stranded or hidden in your current era. Now you search for a way home.

» Time is a battlefield and you protect the timestream from incursions by other time travelers, mainly criminals and aberrant aliens.

» You seek to alter history toward a new outcome, such as saving society from decadence or preparing people to repel an invasion.

Affiliations

Some time travelers travel in small covert bands while others quest on behalf of large world-spanning organizations. Still others work as mercenaries, or alone, or only with other instances of themselves. Whatever their loyalties, time travelers tend to mind the 3 rules of the Temporal Code: 1) do not share time-related knowledge, 2) avoid times in which you are alive, and 3) strive to minimally (or optimally) impact the time line, especially even when a quest includes killing someone or taking something. Some say there is a 4th rule.

Personality

Time travelers think of cause-effect, history, and identity in a very different way than most mortals. They see how events are linked by probabilities, not causalities, that key events cannot ever be changed, and that some things, such as their memories and origin, can exist outside of time. Thusly, time travelers tend to be stoic, speak in the abstract, and act in highly peculiar ways, such as leaving notes for themselves or complete strangers.

Minor Awards

Time travelers may select from the following basic abilities.

Chronomancy: Boost Arcana, Diplomacy, and History checks by +3.

Comprehend Language[M]: You can comprehend a single mundane language for 4 hours + 1 hour per level. Costs 1 vitality.

Detect Monsters[M]: You learn whether magic-using non-persons are within a 15-ft cone.

Detect Time Conduit[M]: You learn whether an invisible time conduit is present within a 30-ft cone. If you scan the area again, you learn the exact space in which the conduit lies. Each conduit leads to the same location but a different time, past or future.

Faux Persona[M]: Your persona—accent, garments, hair style, slang, etc—shift to grant you a +10 bonus on Bluff and Disguise checks for 1 hour with others of 1 specific culture or era. Costs 1 vitality.

Infiltrator: Boost Perception and Stealth checks by +5. You move quietly and attentively in shadows.

Message[M]: You whisper a message that is clearly audible to 1 target within 90 ft. You only need line of effect, not line of sight.

Sense Temporal Aura[M]: You learn whether a person, object, or 5-ft space within 15 ft ever initiated or experienced a time-affecting magic ability, and when the highest tier effect occurred.

Time Sense[M]: You always know the time to the correct year, month, day, hour, minute, and second. Moreover, once daily as a swift action you can move yourself up by +5 in the order of initiative.

Time Traveler: Apply a +2 bonus on Bluff, Disguise, History, Stealth, and Survival checks.

Major Awards

Time travelers may select from the following intermediate abilities.

Alternate Self:[M] Once daily, you may interact with significantly earlier and/or later versions of yourself in order to temporarily alter your current self. After a 1-minute ritual, you forget 1 ability you know up to advanced tier and replace it with a different ability for which you qualify and normally can access. You cannot forget this award. The effect lasts 24 hours. Requires Time Traveler or Time Tap.

Analyze Time Conduit[M]: You focus on an adjacent time conduit and learn what time (second, minute, day, month, year) it leads to, whether it is stable, and whether it is currently passable. Requires Detect Time Conduit. Costs 2 vitality.

Future History: Once weekly, you can draw on your knowledge of the future to learn about and maybe influence upcoming events in the world. For example, you might learn who will win a contest, who will return safely from an expedition, or who will be identified as a serial killer. Alternatively, you might learn whether a nation will keep a treaty, when a natural disaster will strike, or how an invasion will be halted. Since history is probabilistic, rather than predetermined, your knowledge is sometimes spot-on, usually close, and occasionally very wrong. Effectively, you try a History check regarding a future topic (usually a query up to 10 words); and even if the check succeeds, the chance the knowledge turns out correct equals 50% + 2% per level (max 90%). If you roll above 90%, the check gives a wildly inaccurate but plausible result. You can try the same topic only once per year. Requires Time Traveler or Time Tap (page 38).

Locate Temporal Violation[M]: Up to once daily, you spin a masterwork bronze toy (325 gp) and learn the distance and direction to the most powerful creature or expensive item, if any, within 2 miles of you that would read as positive using Sense Temporal Aura. The chance of success equals 70% + 1% per level. Requires Sense Temporal Aura. Costs 2 vitality.

Revitalizing Minute: Once daily, you can regain 4d6 vitality by focusing on a time piece such as a clock, watch or sundial for exactly 1 minute, at each second contemplating past, present, future, and existence beyond time itself.

Temporal Insight: You draw upon your knowledge of the future regarding an immediate choice you face such as whether to open a chest or enter a room. You receive an answer of weal (good fortune), woe (bad fortune), or unclear (mixed fortune). The chance that you receive an answer equals 70% + 1% per level. The answer is based on the likely outcome within the next 10 minutes. Requires Time Traveler or Time Tap (page 38). Costs 2 vitality.

Temporal Shift: Up to 5x daily, you may draw upon your knowledge of the future in order to sway your current situation. You may apply a +3 bonus to a single d20 roll or you gain 1 move action. For the latter, no one observes the added move. Rather, you effectively make a retroactive change. For example, you might have drawn a different weapon, moved yourself to a different location on the battlefield, drunk a potion to heal yourself of prior wounds, moved a prized object to a hiding place, snuck someone a message, or so forth. If used in combat, the change must be something you could have done prior to that combat. For example, you cannot heal wounds acquired during that combat but you can heal wounds acquired before it. Requires Time Traveler or Time Tap (page 38).

Time Hop[M]: You vanish and move to a time period up to 1 round per level in the future, as decided when you hop. You arrive in the nearest open space as if no time has passed for you. Costs 2 vitality.

Tongues[M]: You can understand, fluently speak, and write a single language for 10 minutes. Costs 2 vitality.

Totemist

You craft and use material components—fetishes, totems, and such—to enhance and energize your spells. Though some components may be rare, costly or odd, they work wonders.

Qualifications

Here are key rules to enter and continue in this theme.

Entry: Have at least 1 magic ability.

Best-Fits: All spellcasters want more powerful spells for less vitality cost. The solution is a focus on special materials, totems, and such. Thus, any spellcaster can benefit.

Origins

The use of spell materials is a subtle art and complex science. Consider, what is the origin of your interest in totems and such?

» You were gifted a totem, perhaps at birth or graduation from spell school, and it has served as a friend and inspiration.

» As part of learning magic you crafted your own totem, perhaps based on a dream, nightmare, chance encounter, prophecy or such.

» Spellcasting greatly taxes your limited vitality and the use of spell totems has made magic more enjoyable and safer for you.

» Your goal is power and the use of totems is a quick means to increase your power, though using them requires thinking ahead!

» You did not learn magic the usual way. You discovered a powerful spell component and its has guided your learning since then.

Affiliations

Some totemists fear others stealing their precious components and work alone, while other totemists gladly cooperate with casters in their domain to access more powerful items. Either way, they tend to hire assistants or use kibbles to help gather materials.

Personality

Totemists are often known as stereotypes of their class. For example, a totemist necromancer will be regularly pulling out ghoul fingers and whispering with ghostly spirits. While somewhat humorous, it points to a truth: the use of sympathetic magic pulls the caster's psyche deep into his magical domain in a way that "free casting" does not. Thus, a totemist may be in danger of losing his way or at least standing apart from his comrades and community.

Minor Awards

Totemists may select from the following basic abilities.

Conjure Component[M]: Once daily you may conjure any 2 basic or 1 intermediate tier material spell component listed under your spell domain. See page 158 for domains and options. Only you or your kibble (if any, page 238) can use the component.

Detect Materials[M]: You learn whether raw material suited to your spell domain is present or absent within a 15-ft cone. The next time you scan the same area, you learn the exact location (within 5 ft) and name of 1 material present. This award cannot locate invisible creatures or detect illusions.

Free Components: You gain 500 gp worth of free spell components plus a special multi-pocketed, water-proof masterwork satchel worth 350 gp and a spell component preparation kit worth 150 gp. The satchel safely and smartly holds up to 5 slots worth of components in a way that makes them easily accessibly with as a move action. The kit grants a +2 bonus on Arcana, Heal, and Nature checks when working with spell components.

Infuse Spell Component[C]: You infuse adjacent materials with magical energy to transform them into spell components ready to use by anyone. You may transfer up to 5 vitality points from yourself into the materials. Each point requires 1 minute of work. In addition to the infusion, the materials must be viable and typically drawn from the list of components. You can maintain a number of components at once equal to 3 + your level.

Mage Hand[M]: With the power of your mind you can move a single unattended object weighing up to 5 pounds within 30 ft of you. You can move the object up to 10 ft.

Minor Personal Totem: You craft a Tiny wearable masterwork item such as an amulet, cowl, headband or ring. Typically, it bears the imprint of a special animal or symbol related to your spell domain, such as an angel for Arcs of Heaven or a kitsune for Lovely Distractions. Each day, after 1 minute spent focusing on the totem, it renews itself with a pool of 3 vitality points. Over the next 24 hours, as a swift action, you can touch it and draw from it some or all of its vitality to power the next magic ability you use that round. If you lose the totem, you can craft another after 1 hour of work and 25 gp.

Spell Component Lore: Boost Arcana, Heal, and Nature checks by +3. You are adept at harvesting components from nature and bodies to use for spells.

Spell Lab: By inheritance, gift or whatnot, you gain a spell lab worth 1,000 gp. The tiny structure is worth 500 gp. The contents include 500 gp worth of toolkits, alchemical items, and/or material components.

Totemic Guide[M]: This improves Minor Personal Totem, such that you can silently commune with supernatural spirits of your spell domain as a swift action to gain insight and resolve. The chance you receive a benefit equals 30% + 2% per level. Success grants you a +5 bonus on your next skill check. Failure grants a +2 bonus. Costs 1 vitality.

Totemist Skills: Boost Arcana, Heal, Nature, Survival, and Trick checks by +2.

Major Awards

Totemists may select from the following intermediate abilities.

Deep Pockets[M]: One adjacent garment pocket stores up to 500 pounds of nonliving gear, though the gear takes up no space, adds only 5 pounds to your weight, and fits regardless of pocket size. A DC 25 Perception check reveals the pocket. You add or remove an item as a move action. You can have only 1 pocket at a time. The effect lasts 24 hours. When the magic ends, any contents fall to the floor in front of you. Costs 2 vitality.

Improved Kibble: This improves Kibble Companion such that its level improves to your level minus 2. Thereafter, its level automatically improves by +1 each time you gain a level and thus it is always 2 levels lower than you. It costs 15 gp weekly in upkeep.

Kibble Companion[M]: You gain a kibble (see page 238) as a permanent companion. Its level equals ½ your own. If you lose it, you may acquire another after 1 month and a 25 gp cost. While kibbles are highly loyal, they are sentient and may rebel against or flee from abusive masters or overly dangerous situations.

Locate Object[M]: You learn the distance and direction to locate a specific familiar object or type of object within 500 ft of you (if such object is present). Costs 2 vitality.

Major Personal Totem: This improves Minor Personal Totem to renew itself with 2d4+4 vitality points (not 3).

Master Totemist: This improves Totemist Skills to grant you a +5 bonus (rather than +2) on the listed skills.

Revitalizing Totem: Once daily after 1 minute of focusing on your totem, you recover 4d6 vitality. Requires Minor Personal Totem.

Swift Component[M]: As a swift action, you can move into your hand any spell component on your person. This differs from the normal means of physically producing components as a move action.

Sympathetic Magic: You can enhance your spells using material components. Rather than pay a magic ability's vitality cost, you may double a single static numeric effect (such as range or duration) or you may improve a single variable effect by +1 per die rolled. For example, using bat guano (in the Dragon domain), a wizard might double a Fireball's range to 180 ft, double its area of effect to a 30-ft-radius ball, or improve its damage to 1d6+1 fire damage per level (max 10d6+10). Requires Spell Component Lore and Intelligence 13+.

Totemic Hero[M]: After tapping your Minor Personal Totem as a move action, your visage shifts to look like your totem and you enjoy a +2 bonus on all d20 rolls for 5 minutes. This award does not stack with Heroism. Costs 2 vitality.

Voidmain

You travel through the void of outer space, typically within a craft, and explore new worlds, engage in trade, defend against strange races, and so forth. The void is your beautiful and dangerous friend.

Qualifications

Here are key rules to enter and continue in this theme.

Entry: You must know Terrain Focus (void) or take it as your first award.

Best-Fits: Any character may become a void traveler, perhaps after acquiring a ship. This theme's abilities aren't necessary to ply the Void but they are highly useful, perhaps necessary, in dangerous situations such as combat in void conditions.

Origins

Voidmains spend a significant period of their lives in outer space. Why did you adopt this unusual environment?

» You were born on a voidcraft and it's the environment you find most comfortable and familiar.

» Since childhood, you dreamed of traveling the stars. You may have received training in preparation. Now you are going there!

» Due to war, you and perhaps your family and friends had to flee into the Void and learn survival skills there.

» You were abducted by aliens and either they trained you or you found a way to survive before reclaiming freedom.

» You don't remember where you're from but it's not the current world you're on. You've come from among the stars.

Affiliations

Voidmains travel for many reasons in all kinds of space vehicles while filling a variety of roles such as buccaneers, diplomats, doctors, engineers, explorers, marines, merchants, miners, mystics, pilots, scientists, and so forth. Some belong to organizations specific to these role while many others join factions focused on travel or the Void including Travelers Society, the Spacing Guide, or the Star Marines. Despite such allegiances, voidmains tend to look out for themselves and their crew when facing a danger rather than refer to a distant organization unless a sizable monetary reward is involved.

Personality

Young voidmains are known as starry-eyed and excited to travel and explore. They may be the most adventurous (or foolhardy) or all folk. In contrast, old voidmains are often portrayed as scarred or warped, if not broken, by the cold lonely darkness of outer space. Void travel usually offers cramped quarters for long periods with an understanding that even the slightest mistakes can lead to starvation, suffocation, and other forms of death, out in the middle of nowhere, known to no one. It's unsurprising that experienced voidmains, whatever their age, tend to be careful and prepared to the point of paranoia and often have backup plans, backup gear, and escape options in mind at every turn.

Minor Awards

Voidmains may select from the following basic abilities.

Earth's Weight[M]: Creatures and objects enjoy normal gravity in a 10-ft cube. Lasts 5 minutes, or 4 hours + 1 hour per level if you prepare for 1 minute. Costs 1 vitality.

Electrotech: You study invisible mundane forces of nature (called immateria) such as electrics, kinetics, nucleonics, optics, and sonics. You can make checks using the Technics skill (RPG, page 177) and enjoy a +2 bonus on Mechanics and Technics checks.

Fresh Air[M]: You fill a 5-ft cube with fresh air at standard pressure. A Medium person requires ¼ cubic ft of air per minute. Thus, 1 cube offers 30 hours. Costs 1 vitality.

Message[M]: You whisper a message that is clearly audible to 1 target within 90 ft. You only need line of effect, not line of sight.

Patching[M]: A breach within 15 ft in a hull, wall, or similar area is sealed if no larger than 1-ft square, or is temporarily repaired for 5 minutes if no larger than 5-ft square when you spend 1 vitality.

Resist Void[M]: When exposed to void conditions, you suffer no ill effect for the first 3 rounds. Then on the 4th round, you react as if just exposed to the Void. Requires Terrain Focus (void).

Starwise Gear: You gain 1,000 gp that you may spend toward any void mesh, vehicle, electrotech item, travel clothing, or writ of passage (ticket) on a voidcraft usable at any time in the future.

Terrain Focus: Select 1 type of mundane terrain such as arctic or jungle in which you have traveled within the past level. You enjoy a +5 bonus on Survival checks in that terrain and you treat difficult spaces in that terrain as normal spaces for the purpose of movement. You can take this award multiple times. Each time you select a different terrain.

Void Pilot: Boost Pilot skills by +5, or by +10 for voidcraft.

Xenotype Lore: You know about 12 sentient races that ply the Void. Typically, these are aberrations, constructs, and mutants. Options from the Radiance Masters Guide include azri, cyclone, ergo, hierian, illithrix, mantis, mechanite, okari, telchine, vespir, vorn, and vytorian. The GM has final say on relevant options. You enjoy a +2 bonus on Bluff, Insight, Perception, and Survival checks when using these skills against these creatures. Likewise, you enjoy a +2 bonus on weapon attack and damage rolls against such creatures. This ability stacks with bonuses, if any, from Favored Ally.

Major Awards

Voidmains may select from the following intermediate abilities.

Airy Bubble[M]: You breathe pure air and enjoy sea-level pressure in any environment for 4 hours + 1 hour per level over a 24 hour period. You can expend hours to grant touched allies the ability to breathe too. Costs 2 vitality.

Create Food and Water[M]: You conjure simple nutritious food and water to satisfy 3 persons or 1 mount. Costs 2 vitality.

Lasting Weight[C]: This improves Earth's Weight to be permanent. Requires 4 hours and costs 300 gp in special materials.

Master Explorer: Apply a +3 bonus on Dungeoneering, Endurance, Nature, Perception, and Pilot skill checks.

Revitalizing Stargaze: Once daily after 1 minute of staring at stars, you recover 4d6 vitality. Requires Resist Void.

Starfinding: Up to once per day while in the Void, when you face a choice of direction or destination, you may sort thought random lore and instincts to try to learn which way is best to proceed to your destination. Typically you learn a particular star to head toward. The chance of an accurate analysis equals 70% plus 1% per level. If you fail the check you are advised to turn back. Costs 2 vitality.

Torpor[M]: An adjacent willing person or animal falls into a deep sleep. His bodily processes nearly halt. He is cold, appears dead, and ignores effects of curses, disease, and poison. The effect lasts 4 hours + 1 hour per level, or an equal number of days when you spend 1 minute and 10 gp per day in special materials. Waking takes 1 minute, any ignored effects resume, and the subject is nauseated for 2 minutes on a failed DC 15 Endurance check. Costs 2 vitality.

Void Crew: You gain a crew of void travelers who accompany you on missions and/or tend your void ship or base. Their number equals ½ your level. They are 2nd-level townies of any profession that has an ability with the word electrotech, gravity or void in it. Typically, they are technicians, cartographers, far voices, gray shirts, noggins, psi-techs, redshirts, void acolytes, and so forth. They happily maintain your properties, accompany you on missions through the Void at various exploration sites, and use abilities on your behalf. If you lose a crewmember or he betrays your cause—or when you qualify for an additional crewmember—you can attract a new one after 1 month. Each crewmember costs you 10 gp weekly in upkeep.

Void Mastery: Apply a +4 bonus on Appraise, Arcana, Craft, Heal, Literacy, Mechanics, Nature, Pilot, Technics, and Survival checks that primarily involve the Void.

Void Ward[M]: For 2 minutes, you or a touched ally are immune to effects of void conditions. Costs 2 vitality for you or 5 vitality for an ally.

Chapter 7
Deities



"Seyshanna gathered with the rest of the town to reenact a life of Absolom, Avatar in Chains. But truly she was there at Asmodius' devious bidding."

This chapter introduces 24 new deities. You will also find an optional Supplicate Deity rule to call upon deities in dire situations, making them even more relevant. Finally, the scion class allows you to play a fledgeling avatar, demigod or prophet who advances by learning his deity's boons. Like the original deities, these are options for themes such as the believer, heretic, and polytheist (see page 115).

Whence New Gods?

What are the origins of these new deities? Page 128 of the Radiance Players Guide suggests a divine cosmology. There, the gods are the offspring of 3 primordial dragon-like beings: the Creator, the Void, and Chaos. The appearance of "new" deities opens up possibilities.

You can integrate these new deities into an ongoing campaign or juice the cosmology of a new campaign in several ways.

Always & Forever: These new deities have always been present. However, they were less popular until recently, either generally or just in the PCs' region. Perhaps these deities are imported from far away nations or rediscovered among the records and ruins of a lost aboriginal people.

Divine Cold War: A recent "cold war" between the gods has resulted in a bevy of new deities. In dislodging the entropic god Thulzuur, Mithrais forged Ezri, a paragon of law who now holds sway over electrotech. In response, chaotic gods raised up Mikulishna, the thieving granddaughter of Witch Yaba. And so forth.

Mortal Creations: In this startling scenario, gods are created by mortals. Perhaps they emerge abstractly from people's hopes and fears. Or, the are literally "crafted" using technomagical temples that act as homes and broadcast centers of divine will. With the change of ages, mortals have birthed their own higher means.

Next Generation: Pairings of the old gods, and the multiverse itself, have birthed a generation of new gods who are well-suited to a dawning age of technomagic, sprawling metropolises, and void travel. Naturally, there are rivalries between old and new. Only time will tell which gods truly capture mortals' affections.

Weird Crossover: These new gods hail from another planet or alternate reality, such as a parallel Mortal Realm; or similarly, every good or lawful new deity is the shadow of an evil or chaotic old one, and vice versa. Some seismic event has bridged gaps between worlds or manifested these shadow forces.

Now with four dozen deities, a PC may wonder which deity is best. Such is the challenge of many choices in a modern world.

Option: Supplicate Deity

A character may request more faith points from his deity in a time of great need. Typically, the character is in combat, at minimal hit points facing a powerful foe, or in similar dire straits. As a move action, the character requests a number of faith points up to ½ his level (round up). However many faith points—requested once or multiple times—the total so granted cannot exceed this limit until advancing to the next level, except as noted below. The GM is the final arbiter of how the deity responds to the request. In exchange, the character promises to offer thanks and praise, either donating a tithe of 250 gp per faith point to the deity's church or sacrificing 1 level of creature (of opposite alignment as the deity) per faith point. Good deities do not accept sacrifices of persons. Until the recompense is final, the character cannot advance in level. In truly exceptional circumstances, a character may request a paragon boon even if he doesn't quality; in that case, he must retire from his adventuring career and spend his remaining years in quiet service to the deity's church.

Deities

The table below summarizes a pantheon of new deities. Use these as you would the deities described in the Radiance Players Guide.

These divine patrons tend to suit a less medieval world, one with electrotech, massive wealth, modern warfare, spellships, steamgear, time travel, the Void, and other wonders. As usual, there is balance of alignments. In four cases, the "gods" are divine elemental forces without personality or the usual interest in their followers. A few are ancient, terrible creatures or heroes raised up as spouses and allies.

Table 7-1: Summary of New Deities

Deity Name	Alignment	Domains
Aeolus, The Wind	True neutral	Air, birds, travel, weather, and wind
Anubis, Undying Judge	Lawful neutral	Death, engineering, law, medicine, and protection
Baal, Golden Chest	Lawful evil	Domination, power, regeneration, slavery, and wealth
Cosmina, Camber of Stars	Lawful good	Exploration, plants, protection, technology, and void
Cthulhu, Great Old One	Chaotic evil	Creativity, exploration, insanity, mathematics, and water
Dazo, Honorable General	Lawful neutral	Alchemy, healing, protection, transformation, and war
Ezri, The Iron Giantess	Lawful neutral	Constructs, electrotech, mining, steam, and war
Grungar, Bloody Eye	Chaotic evil	Chaos, destruction, evil, hatred, and war
Iblis, The Puppeteer	Neutral evil	Domination, evil, knowledge, illusions, and reptiles
Kronos, Time's Guardian	True neutral	Fate, history, memory, protection, and time
Lebat, Papa Gatekeeper	Neutral good	Pacts, portals, possession, speech, and spirits
Majareet, The Hearth Tree	Neutral good	Agriculture, divination, family, healing, and protection
Mikulishna, The Swan Waif	Chaotic neutral	Combat, love, magic, thievery, and winter
Minerva, Queen of Heaven	Lawful good	Craft, justice, knowledge, marriage, and volcanoes
Modekar, The Emerald Ape	Chaotic neutral	Animals, chaos, combat, nature, and wisdom
Neria, The Wave	True neutral	Cold, fish, punishment, travel, water
Noctorian, Wounded Heart	Chaotic neutral	Blood, charm, combat, romance, and undeath
Nornir, The Fates Three	True neutral	Fate, judgment, prophecy, protection, and vision
Pyros, The Furnace	True neutral	Battle, entertainment, fire, light, and punishment
Shirvna, of a Thousand Faces	Chaotic good	Karma, knowledge, redemption, reincarnation, and truth
Terron, The Mountain	True neutral	Burial, cavelands, earth, protection, and strength
Xyzok, Grim Harvester	Neutral evil	Death, hazards, revenge, traps, and war
Yaba, Soulcatcher Crone	Neutral evil	Curses, evil, knowledge, souls, and travel
Yurgit, Purist Bliss	Neutral good	Astral, dreams, good, pleasure, and white necromancy

Scion

A scion is a mortal with a plainly divine origin and purpose.

Background & Adventures

A scion is an active representative of his deity. He draws upon divine boons as easily as other characters use class abilities.

A scion advances in his career like any other character except he draws upon his deity's full range of boons as class abilities. He is a fledgling avatar or demigod of sorts, touched with supernatural blood well beyond other mortals. His core purpose is to "act" as his deity.

Although scions tend to extremes in morals, ethics, and mood—divine power bequeaths a god-like outlook and temperament—they also tend to be magnanimous and patient with regard to whom they work with, for any mortal may act as a means to a deity's ends.

Scions are similar to believers and invokers and work well with anyone who shares their deity or alignment. Scions adventure to advance their deity's interests, as "fingers" of the deity in mortal affairs.

Class Details

Scions have the following statistics.



Prime Attribute: Constitution.
Attack Roll: d20 + ½ class level + Constitution modifier.
Defenses: Fortitude +2, Reflex +2, Will +2.

Armor: All Light and Medium armors and shields.
Weapons: The weapon group that includes your deity's weapon.
Starting Gold: 5d4 x 10 (125 gp).

Alignment: Same as deity.
Special: Select 1 deity. This is your deity and you cannot change the selection. Treat the deity's boons as class abilities in terms of gaining benefits on page 29, Table 4-2: Character Progression. If and when the deity fails to offer sufficient boons for you to complete your advancement, you may draw upon boons offered by another deity of the same alignment or constellation (see table on page 87).

As a scion, you cannot multiclass and if you act outside of your alignment, which must be the same as your deity's alignment, then you cannot use faith points or advance to the next level until you return to the proper morals and ethics under your god.

Your magic abilities do not require an implement—your body serves this purpose.

Training: 1d4 years.

Core Abilities

Scions start with the following abilities at 1st level.

Divine Weapon: When using your deity's weapon or any other weapon in the same group, it counts as magical in your hands, and you enjoy a +1 attack bonus and +2 damage bonus.

Know Thy God: You enjoy a +2 bonus on Religion checks, or a +10 bonus on checks regarding your deity.

Supernatural Body: As a host vessel for your deity, your body shifts in appearance and you enjoy supernatural resilience. You enjoy +1 wound points and +1 DR and you do not bleed when you fall below full wounds. Moreover, your appearance shifts to look more like your deity—a successful DC 12 Religion check notes the similarity—and you no longer count as a member of your race for any purpose except to acquire racial abilities.

Alternate Realms

Characters may travel to other worlds and divine realms of existence. Table 7-2: Divine Realms summarizes major destinations.

Characters can reach these realms using various magic abilities and devices such as a wizard's Realm Shift spell or the rare and expensive Planewalker's Astrolabe. The Mortal Realm where characters typically live is linked to each and all the divine realms via the Astral Realm. Thus, a character who cannot directly reach a divine realm can journey through the Astral Realm in search of a color pool, an opaque doorway of swirling color that invites travelers into a realm. Although a traveler cannot see through the doorway, the color betrays the destination.

Each deity's realm has key features referred to in the far right column of the table below. See RPG page 241 and the page at right for complete descriptions of these features.

Table 7-2: Divine Realms

Deity Name	Alignment	Portal Color	Realm	Description	Features
Aeolus, The Wind	True neutral	Light blue	Aeolusiya	An endless cloudy sky with islands of thick clouds that are home to flocks of birds, dragons, and giants.	Aerial
Anubis, Undying Judge	Lawful neutral	Black	Du'at	This fantastical realm subjects souls to tests, judges them at Weigh the Soul, and rewards with a paradise oasis.	Lawful, occult, portal
Baal, Golden Chest	Lawful evil	Royal blue	The Pentarch	Baal's old realm of Nibiru was shattered into 5 parts that shift haphazardly between the Astral and Mortal realms. A royal pyramid dominates the center of each.	Lawful, male, paradise
Cosmina, Camber of Stars	Lawful good	Gold	Menagerie	This grand realm hosts thousands of moon-sized worlds orbiting a central throne-star, wherein lies an orderly multi-dimensional city of electrotech wonders.	Electrotech, good, void
Cthulhu, Great Old One	Chaotic evil	Mauve	Leng	This misty nightmare realm is home to weedy cyclopean ruins, disembodied brains, twisted impossible aberrant beings, and ever-shifting non-Euclidean geometry.	Aquatic, phrenic, tainted
Dazo, Honorable General	Lawful neutral	Sky blue	Tenchi	This harmonious realm of temples, gardens, and arenas is a reward for those who value inner and outer peace.	Lawful
Ezri, The Iron Giantess	Lawful neutral	Steel blue	Occam	This metallic realm is home to titanic machines. Warmech, vodrons, moppets, and others find eternal satisfaction as they improve their programming.	Bounded, electrotech, submagical
Grungar, Bloody Eye	Chaotic evil	Yellow	Sharvrug	A blood-soaked sun, stinking winds, and broken moons watch over a garish, poisonous wasteland of ruins, caves, and battlefields where orcs and other mutants hunt.	Chaotic, mutating, violent
Iblis, The Puppeteer	Neutral evil	Indigo	Sijjeen	This fiery pit of torments and a tree of false knowledge entertains Iblis and his ashkar courtiers.	Evil, mirror, timeless
Kronos, Time's Guardian	True neutral	Platinum	Aevum	A city of a thousand eras jumbled together, with many portals showing and leading to history's points.	Mundane, portal, urban
Lebat, Papa Gatekeeper	Neutral good	Ochre	Guinee	This lush tropical land is home to Labat's faithful and the loa, powerful ancestors and nature spirits.	Good, hot, occult
Majareet, The Hearth Tree	Neutral good	Light green	Beulah	An idyllic realm where people relive and enhance their happiest moments across multiple generations.	Good, peaceful, temperate
Mikulishna, The Swan Waif	Chaotic neutral	Pink	Neverland	A romantic land of parks and palaces that host dance parties, boat trips, and other sublime and festive events.	Amorous, cold, chaotic
Minerva, Queen of Heaven	Lawful good	Copper	Amazonia	Inhabitants enjoy exercise, artistic and legal puruits, nature, and each other's company amid stately feminine marble complexes and beauteous landscapes.	Female, lawful, temperate
Modekar, The Emerald Ape	Chaotic neutral	Dark green	The Beastwilds	A verdant home for sentient animals and their allies who live in harmony with nature's laws.	Chaotic, primitive, wilderness
Neria, The Wave	True neutral	Sea blue	Neptaros	An endless ocean dotted with iceberg islands that shelter giants, dragons, and all manner of sea creatures.	Aquatic
Noctorian, Wounded Heart	Chaotic neutral	Red	Noctus	A land of eternal night where the sentient undead enjoy the frivolous, joyous, wanton, and macabre.	Amorous, unliving, urban
Nornir, The Fates Three	True neutral	Silver	Yggr	Woods and crystal caves follow the River of Fate, which winds through all realms. The Worlds Tree is its source.	Gray, occult, temperate
Pyros, The Furnace	True neutral	Orange	Osak	This endless sea of lava and flaming isles is home to giants, dragons, and fiery creatures such as magmen.	Hot
Shirvna, of a Thousand Faces	Chaotic good	Purple	Swarga	A lush, pleasurable land where inhabitants freely enjoy the boons of good deeds they performed in life.	Chaotic, good, paradise
Terron, The Mountain	True neutral	Brown	Magara	This endless stony land of caves is home to giants, dragons, and all burrowing creatures such as xorns.	Cavernous
Yaba, Soulcatcher Crone	Neutral evil	Light gray	None	Yaba travels the multiverse in a terrifying magic hut with many levels, gardens, and such inside it.	Bounded, evil, portal
Yurgit, Purist Bliss	Neutral good	White	Hiranya-loka	This "Illuminated World" is a pleasant school for enlightened beings who wish to aid mortals.	Good, luminous, psychic
Xyzok, Grim Harvester	Neutral evil	Dark gray	Mazer	An endless multi-dimensional maze of traps, chutes, puzzles, and clues that confound inhabitants forever.	Evil, shadow, trapped

Amorous Realms

Visitors to amorous realms experience the following effects.

Beauty Lasts: After 1 year in this realm, a creature enjoys +4 Comeliness and a +5 bonus on saves to resist Love at First Sight, though failure to resist causes the effect to last even if consumated.

Love at First Sight: Whenever 2 creatures of the same type meet within 30 ft and line of sight for the first time, they must resist using Will (against each other's attack) or fall madly in love. Thus, neither, both, or only 1 party may fall in love. Love-struck creatures are friendly with overt gestures of passion. The effect lasts until the love is consummated for 1 hour or the object of desire is slain. When the magic ends there is a 50% chance that a creature becomes disillusioned and unfriendly. If 3+ creatures meet for the first time, try the most likely pairings. Remove Curse ends the effect.

Electrotech Realms

Visitors to electrotech realms experience the following effects.

Biotronic Touch: After 1 year in this realm, inhabitants can recharge electrotech devices by touch. A creature may hold a dailt reserve of 2 energy points per level, and it may expend the points all at once or gradually over the day. This cannot be used to target creatures.

Electricity Flows: Electrotech devices use ½ normal energy points.

Electrotech Savvy: All inhabitants can make checks using the Technics skill (RPG, page 177) and enjoy a +2 bonus on Mechanics and Technics checks.

Female Realms

Visitors to female realms experience the following effects.

Female Influence: If a female creature beats the Will of a male creature within 30 ft, the male does his best over a 1-hour period to complete a task that the female phrases in 10 words or less. The target will not deliberately harm himself and the effect has a 50% chance to end each round that any of his allies' lives come in danger. Once a target successfully resists, he is immune for 24 hours to that female. Costs 2 vitality.

Female Superiority: Female creatures enjoy a +2 bonus on dice rolls while male creatures suffer a -2 penalty on dice rolls.

See and Endure: Boost Endurance and Insight checks by +5.

Strong Women Live: Female characters return to life 1d3 rounds after death to 1 wound point with no ailments or other conditions unless slain by another female or equal or higher level.

Male Realms

Visitors to male realms experience the following effects.

Flex and Glare: Boost Athletics and Intimidate checks by +5.

Male Influence: If a male creature beats the Will of a female creature within 30 ft, the female does her best over a 1-hour period to complete a task that the male phrases in 10 words or less. The target will not deliberately harm herself and the effect has a 50% chance to end each round that any of her allies' lives come in danger. Once a target successfully resists, she is immune for 24 hours to that male. Costs 2 vitality.

Male Superiority: Male creatures enjoy a +2 bonus on dice rolls while female creatures suffer a -2 penalty on dice rolls.

Strong Men Live: Male characters return to life 1d3 rounds after death to 1 wound point with no ailments or other conditions unless slain by another male or equal or higher level.

Occult Realms

Visitors to occult realms experience the following effects.

Easy Bind: Once daily, a person may expend 2 vitality to bind 1 occult spirit (page 160) and gain its benefits for 2 minutes. He always draws on the same spirit, which corresponds to his birth constellation. The possession manifests in a highly dramatic way, as described under Occult Surge (page 114).

Occult End: After 1 year, and each year thereafter, an inhabitant of this realm must resist using Will versus d20+10 or transform into a vivilor of equal level (page 243).

Spirit After Death: Creatures that die in this realm transform into incorporeal spirits. Up to level 5, they become a lingering spirit townie (RPG page 226); otherwise, they become a ghost (RMG, page 84). Add 2 levels of an occult spirit (page 160) if the creature has excess levels after its transformation.

Portal Realms

Visitors to portal realms experience the following effects.

Detect Portal: After 1 year in this realm, inhabitants can expend 1 vitality to detect whether an extradimensional portal is present within a 30-ft cone. If one scans the area again, this ability reveals the exact space in which the portal lies.

Many Portals: This realm is filled with extradimensional doorways to various times and places in the Mortal Realm. Whenever a creature passes through a portal (door, window, etc) for the first time, there is a 10% chance that it leads to another portal in this realm (distance up to 100 miles away per level) and a 5% chance that it leads to another Realm. Stepping through a portal costs 2 vitality to go to another portal on the same realm or 10 vitality to go to a different realm. Once a creature steps through, it must stay within 30 ft of the portal if the destination is not its home realm. A creature may take up to 250 pounds of gear through the portal.

Primitive Realms

Visitors to antitech realms experience the following effects.

Primitive Adaptation: After 1 year in this realm, a character that has abilities with Electrotech as a prerequisite may permanently trade those abilities for an equivalent set of nontechnical abilities of the same tiers.

Primitive Mind: Knowledge of electrotech vanishes. Apply a -10 penalty on Technics checks and a +2 bonus on Arcana, Craft, Nature, Survival, and Warcraft checks. Creatures quickly adapt to primitive realms.

Tech-Free: Electrotech devices fail to work for all creatures though no energy points are expended when trying to use a device. A creature with the Technomancer's Apprentice ability (page 70) may attempt a DC 20 Technics check to use an electrotech device.

Shadow Realms

Visitors to shadow realms experience the following effects.

Always Shadowy: The day has 4 shifts: 2 hours of normal darkness, 10 hours of dawn, 2 hours of normal daylight, and 10 hours of dusk. Creature with low-light vision see in dawn and dusk conditions as normal-signed creatures see in broad daylight.

Pain Heals: When a character delivers pain damage, he automatically recovers ½ that amount in wound points.

Shadow Magic: After 1 year in this realm, an inhabitant learns 1 basic magic ability of the shadowcaster class (RPG, page 88).

Tainted Realms

Visitors to tainted realms experience the following effects.

Everything Taints: Whenever a creature touches an object for the first time, there is a 10% chance it gains 1 taint point.

Taint Remains: Cure Ailment fails to remove taint.

Transformed by Insanity: When a creature acquires enough taint points to go insane, after 1 year in this realm, it transforms into an aberration or undead creature of equal level.

Sanity's Edge: If you are using the Disorders rule (pages 5 and 255), then a character may acquire any number of disorders, each time delaying insanity by an additional 4 taint points.

Trapped Realms

Visitors to trapped realms experience the following effects.

Maze-Like: Moving through the realm is like moving through a maze. Mapping is impossible as pathways keep shifting. Also, up to 3x daily when a creature takes a choice of paths, it must resist using Will or be lost for 5 minutes. Each round on its turn, it has a 1 in 6 chance to escape, or a 2 in 6 chance if it has Intelligence 15+. When it escapes, it reappears in the space it departed from, or the nearest open space.

Traps Everywhere: Up to 3x daily, when a creature moves more than 120 ft, it has a 2 in 6 chance of encountering a trap (RMG, page 18) if indoors, natural hazard (RPG, page 238) if outdoors, or a magical zone if it engages in combat (RMG, page 22). The trap's level equals 1d20.

Aeolus
The Wind



Aeolus is air made animate, a windy ruler of avians, the sky, and weather. Some say it was a powerful air elemental while others claim it was a witch of great passion and power who became wind itself.

Deity Details

Aeolus and its church have the following statistics.

Alignment: True neutral.

Domains: Air, birds, travel, weather, and wind.

Symbol: An eagle or other bird, a tornado, a woman flying through or meditating on a cloud, a blue dragon, a cloud giantess, a skyship, or 3 interlocking circles.

Realm: Aeolusiya. An endless cloudy sky dotted with islands of thick clouds that act as a home to flocks of birds, dragons, and giants. The capital is Mavi.

Weapon: Composite longbow (bows group).

Mission: Learn to respect the eternal wind, and therein learn to channel its great invisible power.

Organization: Aeolus's priests seek to emulate the invisible and ever-shifting wind, absent or pleasant for long stretches yet driven by hidden forces that erupt into hurricane violence. Aeolus can be male or female and its priests hail from both sexes.

Rites: Meetings occur when the wind grows strong. Her priests know the wind's patterns and thus foresee these times. They use the air itself to invite the faithful to participate however far they are.

Service: 1) Offer sacrifices into the wind every 2 weeks. 2) Protect avian creatures and keep the air pure. 3) Deafen those who violate Aeolus's church and faith. 4) Take an aerial journey or reach a highest sky point at least once in your life.

Basic Boons

Followers may select the following basic abilities as boons.

Aerial Empathy: Apply a bonus on +5 Handle Animal checks, or +10 when riding or otherwise dealing with creatures that can normally fly such as bats, dragons, and griffons.

Air Walk[M]: For 5 minutes, you tread just above a permeable surface (including water, snow, ice, and sand dunes) as if it were solid dry land. If you activate this ability underwater, you move to the surface at 4x your normal land speed. Costs 1 vitality.

Auspice: Boost Acrobatics, Music, and Perception checks by +3.

Daily Weathercast[M]: Once daily, you learn weather conditions (RPG, 237) for the next 4 hours + 1 hour per level. The chance of success equals 70% + 1% per level.

Feather Fall[M]: As an immediate action, you or 1 ally within 120 ft descends gently to the ground rather than falls. Costs 1 vitality.

Flit[M]: As a standard action, you gain the ability to fly with a 30 ft speed for the remainder of your turn. You must end flight on a solid surface that supports you. Costs 1 vitality.

Message[M]: You whisper a message that is clearly audible to 1 target within 90 ft. You only need line of effect, not line of sight.

Resist Sound[M]: You or a touched ally enjoy +10 DR against sonic damage for 1 hour. Costs 1 vitality.

Sonic Slam[M]: One foe within 15 ft suffers 1d6 sonic damage per 2 levels (max 5d6). Costs 1 vitality.

Intermediate Boons

Followers may select the following intermediate abilities as boons.

Call the Faithful[M]: Up to 3x daily, you whisper a 5-word message that is clearly audible to 5 random followers of your deity per level within 2 miles. You do not need line of sight. Costs 2 vitality.

Gaseous Form[M]: You become a dark insubstantial gas and waft slowly for 5 minutes. In this form, you have a 10 ft fly speed, can only take move actions, perceive as normal, have DR 10, enjoy a +5 bonus on Stealth checks, and enjoy immunity to all ailments. You can pass through cracks but cannot enter liquids. The Gust of Wind ability affects you normally. Costs 2 vitality.

Gust of Wind[M]: You project a 60-ft line of forceful wind. Medium and smaller creatures cannot move toward you for 1 round. Those who fail to resist using Reflex are also knocked prone (or are pushed back 1d6 x 10 ft if flying). The wind grants a sailing ship its standard speed for 1 round. Costs 2 vitality.

Levitating Wind[M]: As a standard action you evoke wind to move 1 target within 30 ft weighing up to 250 pounds a distance of 30 ft in any direction. You can move yourself, a willing creature or an unattended object. Costs 2 vitality.

Propel Craft[M]: Apply a +5 bonus on Pilot checks. Also, you can animate an adjacent vehicle (wagon, ship, etc) weighing up to 1 ton (2,000 pounds) per level to move at speed 30 for as long as you concentrate as a standard action each round + an additional 1d4 rounds. Costs 2 vitality per hour.

Silence[M]: You cloak yourself with a stationary 15-ft-radius sphere in which all sound is suppressed. Sonic energy and abilities that rely on sound fail to affect targets within the sphere. The silence grants a +10 bonus on Stealth checks. The effect lasts as long as you concentrate + an additional 1d4 rounds. Costs 2 vitality.

Sound Burst[M]: You evoke a cacophony in a 15-ft-radius volume within 30 ft of you. Creatures caught in the area suffer 1d8 + your level in sonic damage (no save). If you beat their Fortitude, they are also dazed for 1 round. Costs 2 vitality.

Weekly Weathercast[M]: This improves Daily Weathercast to foresee weather conditions for the next 7 days. Roll the chance of success separately for each day.

Whisper[M]: For 5 minutes, you and adjacent creatures are not heard talking by others and ignore Detect Thoughts. Costs 2 vitality.

Whispering Wind[M]: You send a 25-word message via the wind. You designate a location up to 5 miles away. The message travels 2 minutes per mile. When it arrives, anyone within 30 ft of the target destination hears the message. Costs 2 vitality.

Advanced Boons

Followers may select the following advanced abilities as boons.

Air Craft[M]: This improves Propel Craft such that the vehicle gains a fly speed of 5 ft per level. Costs 5 vitality per hour.

Airy Gift[M]: This improves Gaseous Form such that you can target an adjacent ally rather than yourself for the usual 2 vitality.

Fly[M]: You can fly at speed 30 ft. You drop gently to the ground in 1 round if the magic ends while airborne. Costs 1 vitality per minute.

Shout[M]: Creatures in a 30-ft cone are deafened for 5 minutes and suffer 1d6 sonic damage per level, or ½ damage if Fortitude resists. Costs 5 vitality.

Sonic Immunity[M]: You ignore sonic damage. Requires you know Resist Energy, Resist Sound or Feather Fall.

Sound Blast[M]: This improves Sound Burst, such that targets that fail to resist are stunned instead. Costs 5 vitality.

Whirlwind[M]: You conjure within 90 ft a windy funnel that is up to 40 ft high and 10 ft in diameter. The funnel moves at a speed of 60 ft in any direction you desire out to 250 ft and inflicts 2d8 damage on creatures in its path. A creature in the funnel is thrown 10-60 ft and lands prone if you beat its Reflex. The funnel lasts as long as you concentrate as a standard action each round + an additional 1d4 rounds. You can maintain 1 whirlwind at a time. Costs 5 vitality.

Paragon Boons

Followers may select the following paragon abilities as boons.

Overland Flight[M]: You and up to 5 touched allies can use Fly but with a speed of 120 ft for up to 4 hours + 1 hour per level. An ally who touches solid ground ends the effect for himself only. Requires Fly. Costs 2 vitality per recipient.

Wind Storm: As Gust of Wind but affects all foes within 120 ft. Costs 10 vitality.

Anubis
Undying Judge



Anubis, last of the old gods, is patron of law, practical sciences, cemeteries, ancestors, and journeys through the afterlife. His followers can "take it all with them" into death. Thulzuur tried to slay him, but he failed.

Deity Details

Anubis and his church have the following statistics.

Alignment: Lawful neutral.

Domains: Death, engineering, law, medicine, and protection.

Symbol: A jackal-headed man, a black jackal mask, a guard dog, a plague mask, or a protective glyph.

Realm: Du'at. This fantastical, dangerous, and scarred realm subjects souls to test zones and rites of passage to succeed at Weigh the Soul and enter a paradise oasis. Grotesque beings with heads and limbs of animals and weapons, and demons such as the titanic serpent Apep, are enslaved by Anubis to rigorously tempt and challenge the dead. Mortal burial chambers act as portals for spirits. Psychopomps (conductors of souls) also officially reside here. The royal capital, with its great necropolis, is Cynopolis.

Weapon: Hook staff (pole arm group).

Mission: Ready people to pass tests for an afterlife in paradise.

Organization: Hierarchical. Funerary priests, mediums, and templars help believers commune with ancestors for wisdom and power, journey safely into the afterlife in style, and gain sound judgment to pass mundane and supernatural tests.

Rites: Anubis's authority is invoked at funerals and the laying of cornerstones, at the start of long journeys and medical procedures, when under attack or invasion, and at the opening of legal trials and government functions, to ensure justice.

Service: 1) Honor the dead and their places of rest. 2) Oversee and face tests of ethics and justice. 3) Build large and beautiful well-appointed homes, buildings, and monuments to last the ages. 4) Be properly interred to ensure you take resources with you.

Basic Boons

Followers may select from the following basic abilities as boons.

Alarm[M]: You set an alarm with a stationary square perimeter around you of up to 10 ft per level. Any creature not specified by you that crosses the perimeter evokes either an audible or silent alarm, as you desire. The alarm remains up to 24 hours or until dismissed. You can use this ability at will but may maintain only 1 alarm at a time.

Arcane Mark[M]: You mark an adjacent object with an invisible sigil that glows when you or a designated creature holds it.

Auspice: Boost Appraise, Dungeoneering, and Heal checks by +3.

Civil Engineer: Boost Dungeoneering checks by +5, or by +10 on construction checks.

Continual Flame[M]: You cause an unattended adjacent object to permanently shed strong illumination in a 15-ft-radius area and weak illumination an additional 30 ft. Using this ability consumes 25 gp worth of materials.

Mummify[M]: An adjacent touched person's corpse is instantly and expertly mummified to not decay. Requires 5 gp worth of wrappings, embalming fluid, and simple canopic jars into which organs are stored. Costs 1 vitality.

Intermediate Boons

Followers may select the following intermediate abilities as boons.

Ancestral Aid[M]: Up to 5x daily, you silently commune with a deceased person who now resides on your deity's home realm. You enjoy a +4 bonus on your next d20 roll. Costs 2 vitality.

Glyph of Warding[M]: You conjure a glyph over a doorway or similar portal. Any creature that moves through the portal and does not utter a password (selected by you when conjuring the glyph) suffers 1d6 fire damage per 2 levels. The glyph lasts 24 hours or until activated or dispelled by you. Noticing the glyph is a DC 30 Perception check. You can maintain 1 glyph at a time. Costs 2 vitality.

Healing Savant: You enjoy a +10 bonus on Heal checks.

Lasting Alarm: This improves Alarm to last 1 year. Costs 5 gp in special materials.

Noxious Cure[M]: You drink a noxious alchemical tea (25 gp), profusely purge for 10 minutes, fall unconscious for 4 hours, and awaken with all ongoing conditions cured. Costs 5 vitality.

Stone Shape[M]: You mold adjacent stone into new shapes. You affect up to 10 cubic ft + 1 cubic ft per level. You can form rocks into a stone bridge, warp a pillar to make it fall, form a hole in a wall, or so forth. Costs 2 vitality.

Teleport Glyph[M]: You conjure a glyph on a 5-ft floor space. Any person who enters the space and utters a password vanishes and reappears up to 30 ft away in an open safe space. You specify the password and destination at casting time. The person may take up to 250 pounds of gear or another person. Upon arrival, the person is dazed for the rest of his turn. The glyph lasts 24 hours or until activated or until dispelled by you. Costs 2 vitality.

Tombkeeper: Boost Arcana, Dungeoneering, Heal, History, Literacy, and Religion checks by +3.

Weigh the Soul[M]: You focus on 1 person within 30 ft and learn whether or not his alignment is lawful. Costs 2 vitality.

Advanced Boons

Followers may select from the following advanced abilities as boons.

Create Guardian[C]: You permanently change an adjacent willing or helpless lawful person into any lawful immortal corporeal creature of equal level (max your level). Typical options include angel, devil, ergo, guard golem, mummy, psychopomp, reaper or wight. The process takes 1 hour as the person drinks a noxious alchemical brew worth 50 gp per level. This ability grants no control. Costs 5 vitality.

Curse Mark: This improves Arcane Mark so that each day any creature but you that has the object suffers a cumulative -2 penalty to all d20 rolls (max penalty -8). Forfeiting or destroying the object ends the penalty after 24 hours, as does Remove Curse. Costs 5 vitality.

Lasting Glyph: This improves Glyph of Warding or Teleport Glyph to last until activated 3x, then it vanishes. Costs 5 vitality.

Quick Defenses[M]: As Guards and Wards but requires a 1-minute ritual, wards 1 zone per 2 levels, and lasts 1 hour. Costs 5 vitality.

Undying[M]: Once daily, when you die, you return to life 3 rounds later with 1d4 wounds and 5 vitality points but with your maximum wound points reduced by 1. When you reach 0 maximum wound points, you die.

Paragon Boons

Followers may select from the following paragon abilities as boons.

Glyph of Realmshifting[M]: As Teleport Glyph but moves any creature to or from the Mortal Realm and a random safe space in your deity's home realm (Du'at for Anubis). Costs 10 vitality.

Guards and Wards[M]: After a 1-hour ritual, you erect magical wards for 4 hours + 1 hour level. You ward a number of 15-ft-cube (or smaller) zones equal to your level. In each zone, apply Alarm plus all intruders suffer 1 of the following, as you decide: 1) 5-ft visibility due to fog, 2) 5-ft speed due to webs, 3) 50% chance to go in the wrong direction, 4) 1 wound damage from traps, 5) 4d6 energy damage from traps, 6) fall sleep for 5 minutes. Will resists for each zone. Dispel Magic only negates 1 zone. Costs 20 vitality.

Tombkeeper's Curse: This improves Curse Mark such that Remove Curse fails to end it. Moreover, after someone possesses the object for 72 hours, a lawful immortal corporeal creature up to ½ your level appears within 30 ft of the object to attack the possessor for 1 hour, after which it vanishes. Costs 20 vitality.

Baal
Golden Chest



Baal is lord protector of wealth and power. Sundered by rival gods into 5 parts to end his hold over slavery, he holds himself together with a steam-powered suit of ebony and gold breastplate.

Deity Details

Baal and his church have the following statistics.

ALIGNMENT: Lawful evil.

DOMAINS: Domination, power, regeneration, slavery, and wealth.

SYMBOL: A pyramid, an ornate suit of breastplate or battle helmet or guisarme, or a bull or eagle—always black and/or gold.

REALM: The Pentarch. When Baal was sundered, his realm of Nibiru shattered into 5 parts that shift haphazardly between the Astral and Mortal realms. A royal pyramid dominates the center of each.

WEAPON: Glaive-guisarme (polearms group).

MISSION: Harness and maintain wealth and power over others in all forms, including armaments, business, chattel, and coins.

ORGANIZATION: Strict hierarchy based on wealth, power, and titles that are earned by passing fiendish tests, ritually gained from one's superiors, granted by a plurality of believers, or acquired via use of sacred texts and Baal's royal pyramids.

RITES: Meetings occur when members seek, gain, or wish to sustain wealth and power, such as before treasure-hunting or after conquering a city. Meetings also occur around tests of prowess, which all members must submit to at key way-points in life

SERVICE: 1) Gain and flaunt wealth. 2) Select 1 person of higher level to loyally honor him and boost his wealth. 3) Seek to restore Baal's former glory by visiting 1 of his royal pyramids. 4) Bypass a deliberate test of certain death using Belay Death or a similar boon.

Basic Boons

Followers may select the following basic abilities as boons.

AUSPICE: Boost Appraise, Heal, and Nobility checks by +3.

BELAY DEATH[M]: Once during the next 24 hours, should you die, you instead have -1 hit points and stabilize.

DETECT VALUE[M]: You learn the exact gp market price of a touched object. The chance of success equals 70% + 1% per level. Failure gives a value from ¼ to 4x its actual price. Costs 1 vitality.

INTIMIDATING: Your presence is enough to cause foes to back down. Boost Intimidate checks by +5, or by +10 once daily.

INVIOLATE RESTRAINTS[M]: An adjacent helpless foe is bound in conjured masterwork iron bands at the wrists and legs. The restraints have DR 10 and 10 hit points. A DC 25 Acrobatics check or DC 25 Athletics check negates 1 band. The restraints last 4 hours + 1 hour per level or until dismissed by you. Costs 1 vitality.

POWERFUL BLOW: Once daily as a swift action, when you hit a target with your melee weapon, apply +15 damage. Costs 5 vitality.

SLAVE BRAND[M]: Your Tiny personal brand appears plainly on an adjacent helpless or willing creature. Upon doing so, you also learn its birth name. You are limited to maintaining 2 brands/level. Exceeding this limit removes the oldest brand. Remove Curse with Erase removes it. Costs 1 vitality.

TRACK: Apply a +5 bonus on Survival checks, or +10 when tracking in natural environments.

Intermediate Boons

Followers may select the following intermediate abilities as boons.

BULL'S STRENGTH[M]: For 1 hour, you or a touched ally enjoy a +2 bonus on encumbrance, Strength-based skill checks, Grapple checks, Fortitude saves, and melee weapon damage. Costs 2 vitality.

DETECT WEALTH[M]: You learn the exact total gp wealth (coins, gear, property, etc minus debts) of a touched willing or helpless creature. The chance of success equals 70% + 1% per level. Failure gives in a value from ¼ to 4x his actual wealth. Costs 2 vitality.

DOCILE[M]: For 2 minutes, an adjacent person, mutant or animal not in combat cannot make attack rolls or opposed skill checks or use the run action unless targeted by a weapon or spell attack. Will resists. This is a curse. Costs 2 vitality.

EAGLE'S SPLENDOR[M]: For 1 hour, you or a touched ally enjoy a +2 bonus on Comeliness, Charisma-based skill checks, encounter reaction checks, Will saves, and magic spell damage. Costs 2 vitality.

GOLDEN PYRAMID[M]: You conjure a Tiny golden pyramid for 2 minutes. When you press it as an implement, you are immune to fear and stun effects and enjoy a +2 bonus on magic attacks. It substitutes for your usual implement, if any. Costs 2 vitality.

LOCATE BRAND[M]: You instantly learn the distance and direction to the named creature that carries your Slave Brand. The chance of success equals 70% + 1% per level. You are limited to trying to locate a particular brand once in 24 hours. Costs 2 vitality.

SLAVER SKILLS: Boost Appraise, Heal, Insight, Intimidate, and Nobility checks by +4.

SUMMON DRONE[M]: You summon a level 3 drone (RMG, page 70) within 15 ft to complete tasks for 10 minutes, or 2 such drones for 2 minutes, or a level 5 drone for 2 minutes. Costs 5 vitality.

WOUNDING COIL[M]: You summon a crackling coil. It lasts 2 minutes. Each round after the first on your turn, a target within 30 ft must resist using Reflex or suffer 1 wound damage. Costs 2 vitality.

Advanced Boons

Followers may select the following advanced abilities as boons.

ANTI-MAGIC RESTRAINTS: This improves Inviolate Restraints such that the wearer cannot use magic abilities or magic items or be moved by magical means. Costs 5 vitality.

DOCILE DAY: This boosts Docile to last 24 hours. Costs 5 vitality.

LASH[M]: An adjacent foe suffers 3d4 wound damage. Costs 5 vitality.

LITANY OF WEALTH: This improves Detect Wealth to conjure a scroll with a detailed list of the target's wealth, including debts (but not to whom debts are owed). Costs 5 vitality.

MASS DOCILITY[M]: As Docile, up to 10 target persons within 30 ft. Costs 5 vitality.

MASTER'S MIÉN: Bonus Athletics and Intimidate checks by +10.

POWER WORD STUN[M]: You target 1 foe within 60 ft. If it has less than 50 vitality, it is stunned for 1d4+1 rounds. Costs 5 vitality.

REGENERATE[M]: You restore 1 lost limb or organ such as an eye or arm of an adjacent ally after 1 minute of work. Costs 5 vitality.

SLAVE CHAIN[M]: For 1 year, an adjacent target with Slave Brand suffers 1d6 pain damage per round for 1 round per level if he strays from you or a designated "home base" point more than 30 ft, 120 ft, 500 ft or 2 miles (pick 1). This is a curse. Costs 5 vitality.

SUMMON SERVANTS[M]: You perform a 1-minute ritual to summon 1 or more genies, giants, dragons, or animals with a fly speed. Their total levels cannot exceed your level. These servants obey commands you communicate to them in Auran, Draconic or Giant but will avoid enclosed or underground locations. They serve your exact word for 1 hour and then vanish. Costs 10 vitality.

Paragon Boons

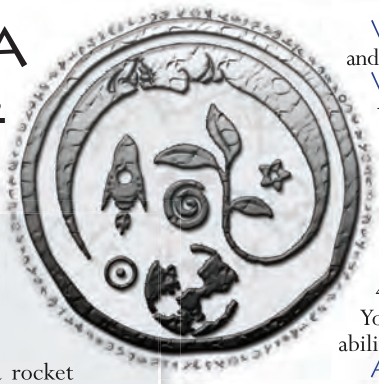
Followers may select the following paragon abilities as boons.

MONSTROUS DOCILITY: This improves Docile to target any creature type. Costs 10 vitality.

REINCORPORATE[M]: Up to 5x in your career, should you die, or lose your body or soul, you automatically return to life in full body and soul after 1 day/level at either your last location or any 1 of 5 locations, as you like, indicated by you when first gaining this ability. Requires Belay Death and Regenerate.

STAR GATE[M]: You and up to 5 adjacent allies move to a random safe location within 2 miles of 1 of Baal's royal pyramids or to your homebase (designated when gaining this boon). Costs 10 vitality.

Cosmina
Camber of Stars



Cosmina is patron of void colonists and explorers. She aids travelers to spread like spores to distant worlds, to grow civilization and bring life from lifelessness.

Deity Details

Cosmina and her church have the following statistics.

Alignment: Lawful good.

Domains: Exploration, plants, protection, technology, and void.

Symbol: A constellation of stars, an orrery, a rocket passing between light and dark fields, a telchine (a tall, 4-armed, blue-skinned humanoid), a crescent moon, or a mother whose mantle holds many worlds.

Realm: Menagerie. This grand realm hosts thousands of moon-sized worlds orbiting a central throne-star in a void, akin to a zoo of worlds. The throne-star is a luminous shell that holds the capital, Hyperion, an orderly multi-dimensional city of electrotech wonders.

Weapon: Throwing star (small projectiles group).

Mission: To help people spread civilization through the Void.

Organization: Moderately hierarchical. Leaders often work in pairs and may be telchines or their creations. Those with useful abilities, leadership skills, and just hearts rise above others.

Rites: Services offer blessings and safekeeping to travelers, particularly when building a voidcraft, at the start of Void expeditions, or when a new life-bearing world is discovered or a colony founded. Rituals often highlight particular alignments of planets and stars as optimal travel opportunities.

Service: 1) Travel the Void. 2) Participate in weekly rites. 3) Plant at least 3 Life Seeds during your life. 4) Seek justice in all things.

Basic Boons

Followers may select the following basic abilities as boons.

Astronomy: Boost Nature checks by +2, or by +10 for the astronomy sub-skill, regarding understanding of the stars.

Auspice: Boost Craft, Literacy, and Pilot checks by +3.

Decontaminate[M]: You remove all mundane diseases and poisons from 1 adjacent Medium or smaller target. Costs 1 vitality.

Electrotech: You study invisible mundane forces of nature (called immateria) such as electrics, kinetics, nucleonics, optics, and sonics. You can make checks using the Technics skill (RPG, page 177) and enjoy a +2 bonus on Mechanics and Technics checks.

Healer[M]: An adjacent ally heals 1d4 wounds. Costs 1 vitality.

Life Seed[M]: You conjure into your hand a tiny magical colored seed. Each color corresponds to a different profession: artisan (yellow), cropmaster (brown), deacon (white), farmer (green), sky captain (blue), stormtrooper (red), technician (orange), void traveler (black) or a random profession (gray). The seed is viable for 3 years before turning to dust. These seeds work with the Grow Seedpod boon (below). Costs 100 gp in special materials + 1 vitality.

Locate World[M]: Once weekly, you learn the distance and direction to the most habitable world within 200 parsecs of you.

Patching[M]: A breach within 15 ft in a hull, wall, or similar area is sealed if no larger than 1-ft square, or is temporarily repaired for 5 minutes if no larger than 5-ft square when you spend 1 vitality.

Pilgrim's Mantle[M]: You or a touched ally ignores the effects of extreme elements, enjoying +5 DR against 1 energy type, immunity to mundane gaseous poisons and airborne diseases, and comfort in conditions between -80° and 180° F without harm. Gear is also protected. Lasts 4 hours. Costs 1 vitality.

Repletion[M]: By expending 1 vitality point, you do not need to eat or drink for 24 hours.

Resist Void[M]: When exposed to void conditions, you suffer no ill effect for the first 3 rounds. Then on the 4th round, you react as if just exposed to the Void.

Void Magic: You enjoy a +2 bonus on Arcana and Nature checks, or +10 on topics regarding the Void.

Void Pilot: Boost Pilot skills by +5, or by +10 for voidcraft.

Intermediate Boons

Followers may select the following intermediate abilities as boons.

Airy Bubble[M]: You breathe pure air and enjoy sea-level pressure in any environment for 4 hours + 1 hour per level over a 24 hour period. You can expend hours to grant touched allies the ability to breathe too. Costs 2 vitality.

Astrolabe[M]: After 1 minute studying a 300 gp crystal, you learn your exact location (in 3D) on your current world. If you study again for 1 hour, you learn the world's location in your galaxy. Costs 2 vitality.

Fantastic Machine[M]: You summon a level 1 ergo (RPG, page 245) within 30 ft to complete tasks for up to an hour, or a level 2 ergo for 10 minutes, or a level 5 ergo for 2 minutes. Costs 5 vitality.

Grow Seedpod[M]: In a 2-minute ritual, you evoke from the ground a mature man-sized pea-pod like plant (DR 2, 5 hp). It lasts 1 day before dying, or 9 days if a Life Seed is implanted and left to grow a young adult townie person with a profession matching the seed's color. The person's race matches your own. Its sex is female (75%) or male (25%). Its alignment is lawful (75%) and good (75%) and otherwise random. Costs 400 gp in special materials + 5 vitality.

Map[M]: After 1 minute studying a 300 gp crystal sphere, you learn the topography of a 60-ft square area within 120 ft. Data includes elevation, constructions, terrain, and gravity. This does not reveal floor plans, ore veins, or magic zones. The chance of accuracy for each space is 70% + 1% per level. Requires Void Magic. Costs 2 vitality.

Tongues[M]: You can understand, fluently speak, and write a single language for 10 minutes. Costs 2 vitality.

Void Ward[M]: For 2 minutes, you or a touched ally are immune to effects of void conditions. Costs 2 vitality for you or 5 vitality for an ally.

Advanced Boons

Followers may select the following advanced abilities as boons.

Craft Magitech Item[C]: You can craft strange items that blend magic and electrotech, given sufficient time and resources. You may ignore all item creation requirements, such as magic abilities, for creating any electrotech or magic item up to advanced tier; the resulting item is unique and only usable by you. Using this ability requires extra strange ingredients and expendable resources—double the item's gp creation cost.

Summon Telchine[M]: After a 1-minute ritual, you summon a telchine (RMG, page 152) of equal or lower level. It remains for 1 hour and then vanishes. You have no special influence over it, though it arrives as friendly. Costs 10 vitality.

Void Sending[M]: You send a message of 25 words or less to a willing creature that you have met before and know by name on a named world within your realm of existence. Costs 5 vitality.

Paragon Boons

Followers may select the following paragon abilities as boons.

Grow Voidcraft[M]: You conjure a seed that matures over 9 months into a Tiny or Small voidcraft (page 206). You pay the usual cost but ignore requirements. Growth requires temperate sun, rain, and soil. Double time and cost for each missing element. The vehicle functions as a standard voidcraft, but has a plant-like interior and has only what's in its description. Costs 5 vitality daily until mature.

Mass Void Ward: This improves Void Ward to aid all allies within 120 ft. Costs 10 vitality.

Starflight[M]: This improves Void Ward to propel you through space at incredible speeds for a long duration. A trip within a solar system takes 3d20 months while a trip to an adjacent solar system takes 3d20 years. Increase travel by 1d20x if you randomly seek a habitable destination. Costs 25 vitality.

Cthulhu
Great Old One



Cthulhu is a supreme manifestation of aberrant monsters. It is "dead yet dreaming" as its empire wends through the multiverse. It is unaware people exist but responds to certain chants and equations.

Deity Details

Cthulhu and its church have the following statistics.

Alignment: Chaotic evil.

Domains: Creativity, exploration, insanity, mathematics, and water.

Symbol: A 500-ft tall corpulent illithrix with a myriad of extra tentacles and vast rubbery wings that stretch 1,000 ft.

Realm: Leng. This misty nightmare realm exists wherever different realities converge. It is home to weedy cyclopean ruins, disembodied brains, twisted impossible aberrant beings, and ever-shifting non-Euclidean geometry. The capital is the sunken city of R'lyeh.

Weapon: Dirk (light blades group).

Mission: To release insanity upon the multiverse.

Organization: Followers include cult cells, lone artists and inventors, and the occasional town or civilization that has fallen prey to mass insanity. Leaders are highly driven, charismatic, and crazy.

Rites: Chanting rituals coincide with unusual stellar alignments and events as computed using strange formulae. Obscene debauched celebrations, often referred to as art or science, are also common.

Service: 1) Record, analyze, and heed your dreams. 2) Acquire taint to reach and stare down from the precipice of insanity. 3) Create lewd and ludicrous works of art and science. 4) Do your best to release Cthulhu from its prison home of R'lyeh.

Basic Boons

Followers may select the following basic abilities as boons.

Aberrant Lore: Apply a +5 bonus on Arcana, Bluff, History, Insight, and Perception checks when dealing with an aberration or recalling lore about aberrations. Also, you speak Aquan.

Astronomy: Boost Nature checks by +2, or by +10 for the astronomy sub-skill, regarding understanding of the stars.

Auspice: Boost Arcana, Craft, and Religion checks by +3.

Craft Dread Object[C]: You can craft a dreadful Tiny object, be it a book, candle, skull or such. Though mundane, a person who studies it for 3+ rounds is shaken for 1 hour, or 1 round if Will resists. If the person is 5+ levels below you, it is frightened instead, fleeing the best it can or cowering if it cannot flee. At the same time, the person also gains a +2 bonus on skill checks involving aberrations, fiends, and undead for 1 hour. Effects of multiple dread objects do not stack. Crafting takes 1 hour, 1 wound point of blood, and 25 gp in materials.

Harvest Brain[M]: Your hands shift incorporeally as you reach into the body of an adjacent person's corpse and remove its brain or other organ, wrapping the organ in a tough mucosal cocoon as you do. The corpse must be dead no more than 3 rounds, or kept fresh using Preserve since within 3 rounds of death. You can attempt this on a unconscious adjacent person with less than 0 hit points, and doing so slays the person, though Will resists. Costs 1 vitality.

Math Genius: You can try Technics checks, but only regarding mathematics, and you enjoy a +10 bonus when doing so.

Preserve[M]: An adjacent hide, organ, limb or vial of blood is preserved as fresh for up to 1 day per level. Costs 1 vitality.

Swim Spell[M]: For 5 minutes, you gain a Swim speed of 30 ft. This grants a +10 bonus on Athletics checks in water. Costs 1 vitality.

Intermediate Boons

Followers may select the following intermediate abilities as boons.

Brain Pick[M]: After a 10-minute chant, you can ask 1 question per 2 levels of an adjacent preserved brain of a person over the course of 5 minutes. The brain only knows what the person did in life, including languages he spoke. The brain must be fresh or sustained using Preserve. You can use this ability up to 1/week on the same brain. Each use inflicts 1 taint point on the brain (no save) and once insane, it shrivels to dust. Costs 2 vitality.

Dimension Step[M]: You vanish and reappear up to 30 ft away in an open space of your choice within line of sight. After you arrive, you are dazed for the rest of your turn. You can take gear or an ally weighing up to 250 pounds. Costs 2 vitality.

Fresh[M]: As Preserve but lasts 2 years and the organ remains alive and functional. Costs 2 vitality.

Master Crafter: Boost Craft checks by +10.

Nightmare Objects: This improves Craft Dread Object such that the item radiates evil, activates after 1 round of study, the skill bonus rises by a further +2, and the studier is plagued by nightmares, starting each day fatigued and healing 0 vitality from rest, if Will fails. This curse lasts 1 night/level. Crafting requires 1 day, 5 wound points of blood, and 400 gp in materials.

Read Ruins[M]: Locations accumulate the psychic residue of powerful events such as battles, betrayals, marriages, murders, births, great pain, and so forth. Starting with the most recent such event and working backward in time, you sense 1 distinct event for every 10 minutes you concentrate, if any such events exist, to a maximum of 1 event per level. You learn the general nature of the event and its distance in time. For each event, you also enjoy a cumulative +1 bonus on History checks for 24 hours regarding the location. You can use this ability once each level on a given location. Costs 2 vitality.

Tainted Objects: This improves Craft Dread Object such that the item is magical, the skill bonus rises by a further +2 and a studier gains 1 taint point if Will fails. This is a curse. Crafting takes 4 hours, 2 wound points of blood, and 100 gp in materials.

Water Breathing[M]: You can breathe in water as easily as in air for up to 4 hours + 1 hour per level over a 24 hour period. You can use the hours nonconsecutively and may expend hours to grant touched allies the ability to breathe water too. Costs 2 vitality.

Advanced Boons

Followers may select the following advanced abilities as boons.

Feeblemind[M]: One sentient foe within 60 ft must resist using Will or suffer a lasting mental breakdown. It loses access to known abilities, fails to speak coherently, and suffers a -10 penalty on checks based on mental attributes. Using this ability "in reverse" or using Heal ends the effect. Costs 5 vitality.

Greater Read Ruins: This improves Read Ruins such that you see and hear the event as well as feel it to enjoy a cumulative +2 bonus on History checks. Costs 5 vitality.

Non-Euclidian Travel[M]: You scribe sigils for 6 hours on a 5-ft-square area and then appear in a locale up to 100 miles away per level that you have previously visited. Whatever blocks Astral travel blocks this ability. Your sigils remain but cannot be used again for this ability. Requires Astronomy or Math Genius. Costs 5 vitality.

Occult Master: Boost Arcana and Religion checks by +10.

Summon Aberrations[M]: You perform a 1-minute rite to summon 1 or more aberrations such as an aboleth, braineater, illithrix or mantis. Their total levels cannot exceed your level. They hear your mental instructions out to 120 ft and seek to pervert them whenever possible. They serve you for 1 hour and then vanish. Costs 10 vitality.

Paragon Boons

Followers may select the following paragon abilities as boons.

Aberrant Master[M]: As Summon Aberrations but they serve you for 4d6 hours and then remain permanently. Costs 15 vitality.

Journey to Leng[M]: After a 10-minute ritual, you and up to 5 adjacent allies are immediately transported to a random location within the realm of Leng, or you return to your most recent location in the Mortal Realm if already in Leng. Costs 5 vitality + 2 vitality per ally.

Mass Feeblemind: This improves Feeblemind to target all foes within 30 ft. Costs 5 vitality + 2 vitality per target.

Dazo

Honorable General

Dazo is a field general and patron of soldiers and their communities. He helps believers overcome obstacles to gain victory with courage, honor, and planning.



Deity Details

Dazo and his church have the following statistics.

Alignment: Lawful neutral.

Domains: Alchemy, healing, protection, transformation, and war.

Symbol: A giant stately soldier in practical armor with sword and rifle against a compelling flag as background.

Realm: Tenchi. This harmonious realm of giant temples, gardens, schools, and arenas is a reward for those who seek inner and outer peace. Dazo and his faithful sustain this realm with dedication.

Weapon: Katana (heavy blades group).

Mission: Act with honor to defend your community.

Organization: Though lawful, Dazo prizes efficient utility and over tedious bureaucracy. He is a general over his army of followers. His priests are captains and the common believers are foot soldiers filling diverse roles as befitting their gifts. Rank is decided by competence, experience, and honor.

Rites: From dawn to dusk, believers fill their best-fit roles as they protect their communities, always acting with allies in mind. Ideally, every task reflects the innate harmony of the universe.

Service: 1) Perform military service for 3 years and when needed. 2) Each day review how to bring greater harmony to your party, family, and community. 3) Make decisions with honor and courage. 4) Obey and respect elders and leaders who act with honor.

Basic Boons

Followers may select the following basic abilities as boons.

Auspice: Boost Athletics, Endurance, and Warcraft checks by +3.

Battle Ready: After 10 minutes of meditation, you gain 5 vitality for 1 hour. These are temporary points that may exceed your normal maximum.

Endure Elements: You ignore the effects of extreme temperature. You can exist comfortably in conditions between -40° and 140° F without harm. Your gear is also protected. This ability is continuously in effect even when you are unconscious.

Fire Line[M]: You evoke flames along a 30-ft straight line or as a 10-ft-diameter circle within 10 ft. Creatures along the line suffer 1d4 fire damage per level (max 5d4). Reflex resists for ½ damage. Costs 1 vitality.

Gas Mask[M]: You transform a mundane hat, helmet, kerchief or mask into a resilient mask that provides total immunity to gaseous poisons. Lasts 2 minutes. Costs 1 vitality.

Healer[M]: An adjacent ally heals 1d4 wound points. Costs 1 vitality.

Instant Ladder[M]: You transform a wooden pole or staff in hand into a 30-ft-tall ladder. The ladder falls harmlessly if it nothing nearby can support it. Lasts 2 minutes. Costs 1 vitality.

Long March[M]: You or an adjacent ally enjoys a +5 bonus on Endurance checks, or +10 on checks against excessive travel. Lasts 4 hours + 1 hour per level. Costs 1 vitality.

Multiply Ammunition[M]: You transform 1 arrow, bolt, bullet or similar ammunition into 20 such units that remain for 1 hour. Costs 1 vitality.

Pack Mule: Treat your Strength score as 4 points higher than normal when determining your carry capacity.

Piercing Eyes[M]: For 1 hour, you or an adjacent ally can see normally in conditions of shadowy illumination or mist, including areas affected by Obscuring Mist and Fog Cloud. Costs 1 vitality.

Resist Energy[M]: For 5 minutes, you or a touched ally enjoy +10 DR against 1 energy type, or +2 DR versus all energy types. Costs 1 vitality.

Sash: Boost Comeliness by +1 and Nobility checks by +5.

Warrior: You are proficient with Medium armor and 1 weapon group of your choice.

Intermediate Boons

Followers may select the following intermediate abilities as boons.

Battle Lore: Boost Warcraft checks by +10.

Death Ward[M]: For 2 minutes, you or a touched ally are immune to the effects of all ailments, curses, and necrotic energy damage. Costs 2 vitality for you or 5 vitality for an ally.

Explosive Egg[M]: You transform an apple, egg, or other Tiny item into an explosive that you throw at a space within 30 ft. Foes within 15 ft of the space suffer 1d6 damage per level (max 10d6), or ½ damage when Reflex resists. Costs 2 vitality.

Field Healer: This improves Healer to restore 2d4 wound points + 1 vitality point to 1 ally within 30 ft. Costs 2 vitality.

Honor and Courage[M]: For 5 minutes, you or a touched ally enjoy immunity to fear and a +1 bonus on d20 rolls. Costs 2 vitality.

Instant Trench[M]: You evoke a permanent 5-ft deep x 5-ft wide x 30-ft-long trench within 10 ft. The area must be unworked earth. Creatures in the area easily step out of the away, before or beyond the trench, as they like. Costs 2 vitality.

Map[M]: After 1 minute of concentration, you learn the topography of a 60-ft square area within 120 ft. Data includes elevation, constructions, terrain, and gravity. This does not reveal floor plans, ore veins, or magic zones. The chance of accuracy for each space is 70% + 1% per level. Requires Battle Ready. Costs 2 vitality.

Protection From Arrows[M]: For 5 minutes, you enjoy DR 10 against ranged weapons. Costs 2 vitality.

Two Become One[M]: As Battle Giant (below), but you transform 2 townies into a standard ogre (RMG, page 122, but lawful neutral). Costs 2 vitality for 2 minutes or 5 vitality for 1 hour.

Vital Hotspring[M]: Once daily, you conjure a soothing hot spring from the earth. After 2 minutes immersed in the spring, you and up to 5 allies in it each regain 1d4 vitality.

Advanced Boons

Followers may select the following advanced abilities as boons.

Battle Giant[M]: You transform up to 5 adjacent non-chaotic townies (total 10 levels) into a single giant (RMG, page 87). Use the standard giant's statistics (level 8) but add 2 levels from 1 subject's profession (your choice). The giant has all magic items and ongoing effects of the subjects. Other gear is suited for combat but generic. The giant is lawful neutral and obeys your commands but won't violate its alignment. When the spell ends, all subjects return to normal with wound and vitality points split evenly between them. If the giant dies, the spell ends and all subjects die. Lasts 2 minutes for 5 vitality or 1 hour for 10 vitality.

Battle Healer: This improves Field Healer to restore all wound points + 1d4+1 vitality to all allies inside a 30-ft-radius sphere within 90 ft. Costs 5 vitality.

Cone of Fire[M]: You inflict 1d6 fire damage per level to all creatures in a 60-ft cone. Reflex resists for ½ damage. Costs 5 vitality.

Great Mantle[M]: As Protection from Arrows but benefits all allies within 30 ft of you. Costs 5 vitality.

Mass of Warriors[M]: As Warrior but targets up to 1 person per level (max 20) within 60 ft. Lasts 4 hours. Costs 5 vitality.

Undying[M]: Once daily, when you die, you return to life 3 rounds later with 1d4 wounds and 5 vitality points. However, reduce your maximum wounds by 1. When you reach 0 maximum wounds, you die.

Paragon Boons

Followers may select the following paragon abilities as boons.

Giant Hero[M]: For 5 minutes, you gain the size, senses, speed, wound points, Strength, weapon attacks (fist, foot, and club), and base abilities of a standard giant (RMG, page 87). Costs 25 vitality.

Giant Lord: This improves Giant Hero to grant the abilities of a noble giant (RMG, page 87) with fast healing 5. Costs +5 vitality.

Mass Death Ward: As Death Ward, but you protect all allies within 30 ft for 10 vitality or within 120 ft for 25 vitality.

Ezri
The Iron Giantess



Ezri is a learned warrior patroness of constructs, steam, and electrotech. She is a titanic living robot built by Mithrais from an axiomatic ogre magi to counter wayward mortals, gods, and monsters.

Deity Details

Ezri and her church have the following statistics.

ALIGNMENT: Lawful neutral.

DOMAINS: Constructs, electrotech, mining, steam, and war.

SYMBOL: A steely female robotic goliath or ogre magi spewing fire, trampling on a huge snake with a crackling steam polearm.

REALM: Occam. This metallic realm is home to titanic machines. Warmech, vodrons, moppets, and other sentient constructs find eternal satisfaction here as they improve their programming.

WEAPON: Halberd (pole arms group).

MISSION: To provide sentient constructs with the means for autonomy, livelihood, progress, and a destiny.

ORGANIZATION: Most worshipers are sentient constructs or mortals who admire and perhaps wish to become constructs. Ezri is more focused on rigorous innovations and the orderly spread of her progeny than on dogma, hierarchy or tradition.

RITES: Most congregations host "making" workshops to share, test, and improve their crafts. Many commemorate Ezri's origins, creations, and battles. Mortal believers may smear themselves with white clay or gypsum dust, reflecting the ogre magi's death.

SERVICE: 1) Aid constructs and their mortal allies. 2) Seek optimal means in all endeavors. 3) Promote innovation in steam and electrotech. 4) Build and progress in defiance of entropy, especially to thwart the god Thulzuur and similar chaotic, destructive forces.

Basic Boons

Followers may select the following basic abilities as boons.

AUSPICE: Boost Mechanics, Technics, and Warcraft checks by +3.

ELECTROTECH: You study invisible mundane forces of nature (called immateria) such as electrics, kinetics, nucleonics, optics, and sonics. You can make checks using the Technics skill (RPG, page 177) and enjoy a +2 bonus on Mechanics and Technics checks.

ENLARGE[M]: You or a touched ally grow 1 size category for 5 minutes. A larger size doubles height, applies a -2 penalty to Reflex, a +2 bonus to damage rolls, a +5 bonus on Athletics checks, +3 wound points, +10 ft speed, a +5 bonus to resist Bull Rush, Grapple, and Trip attacks, a -5 penalty on Stealth checks, and a 8x weight increase. Costs 1 vitality.

GEARHEAD: Apply a +5 bonus on Mechanics checks, or +10 when using steamgear.

MEND CONSTRUCT[M]: An adjacent construct or a person with Immortal Build recovers 1d4 wound points. Costs 1 vitality.

MINING SKILLS: Boost Dungeoneering checks by +5. Also boost Appraise, Nature, and Mechanics checks by +2.

POLEARM EXPERTISE: When using a polearm or spear, you enjoy a +1 attack bonus and a +2 damage bonus.

STOMP[M]: You stomp to express wrath. Creatures up to size Medium within 15 ft and in contact with the ground must resist using Reflex or fall prone. Costs 1 vitality.

TECHNICS EXPERTISE: Boost your Technics checks by +5, or by +10 once per day. Requires Electrotech.

WAR MIND: Boost Warcraft checks by +5, or by +10 once daily.

Intermediate Boons

Followers may select the following intermediate abilities as boons.

ALCHEMICAL FIRE BLAST[M]: You inflict 1d6 fire damage per level (max 10d6) to all creatures in a 30-ft cone, or ½ damage when Reflex resists. Costs 2 vitality.

EXCAVATE[M]: You excavate a 5-cubic-ft volume of earth and/or unworked stone (not worked stone), moving the material aside. You may keep any affected stone intact or break the stone into loose earth. Costs 2 vitality.

EXTENDED ENLARGE: This improves Enlarge to last 1 hour. Costs 2 vitality.

FORGE TECHNIC-KIN[C]: You create a level 0 person of a race with Immortal Build (moppet, vodron or warmech). Requires 1 day of work plus 300 gp in materials. It starts at age 0 and is friendly to you but you enjoy no special influence over it.

FORTIFY CHASSIS[M]: A touched construct or person with Immortal Build enjoys +3 temporary wound points and +2 DR for 1 hour. Costs 1 vitality.

IMPROVED SHOVE: You cause an adjacent foe to fall back 1d4 x 5 ft. Fortitude resists.

INCITE JUSTICE[M]: After 1 minute of speaking, all sentient creatures within 30 ft and hearing range become 1 step more hostile to a chaotic target (creature, small group, item or place) of your choice for 1 hour. Will resists. Costs 2 vitality.

REPAIR CONSTRUCT: As Mend Construct but you restore 3d4 wound points and reattach any adjacent severed construct limbs. Costs 2 vitality.

SCALDING POLE[M]: For 2 minutes, your polearm delivers +1d6 fire damage and +1d6 electrical damage and blinds a struck foe for 1 round. Costs 2 vitality.

TOUCH OF ARMAGON[M]: Once daily you focus as a move action and select any 1 ability of the armagon ergo (RMG, page 79) that costs up to 5 vitality (min. 1 vitality). You can and must immediately use the ability or you lose it. You must be a construct and worship Ezri to use this ability.

TREMOR[M]: This improves Stomp, such that you affect creatures up to Large size out to a distance of 30 ft, and creatures must resist using Fortitude or suffer 1d8 damage per 2 levels. Buildings in the area suffer the same damage and collapse if reduced to 0 hit points. Costs 2 vitality.

Advanced Boons

Followers may select the following advanced abilities as boons.

BATTLE SURGE: Up to 5x daily, you can use 1 of your abilities as a move action rather than as a standard action, and you gain 1 vitality point right after you do so. Requires you worship Ezri.

FORGE CONSTRUCT[C]: You may create any construct type creature. Its level cannot exceed yours. Its cost equals 500 gp x its level squared. Its market price is 2x that. Construction time equals 1 day per 1,000 gp. It's loyal and obedient via verbal commands to you or a specific customer. If it dies, you can restore it for ¼ its cost.

HYPER-FOCUS: As a move action, you ignore all attacks that round that cause fear or allow Will to resist. Costs 5 vitality.

LASTING ENLARGE: This improves Enlarge to last 4 hours + 1 hour per level. Costs 5 vitality.

MASS ENLARGE: This works like Enlarge to target you and up to 8 allies within 60 ft. Costs 5 vitality.

RESTORE CONSTRUCT[C]: Your touch restores a destroyed construct to 1 wound point. Costs 5 vitality.

SMASH: An adjacent foe suffers 3d4 wound damage. Costs 5 vitality.

Paragon Boons

Followers may select the following paragon abilities as boons.

ARMAGON'S POWER: For 2 minutes, you possess all the abilities of an armagon ergo (see RMG, page 79). Costs 25 vitality.

CALESCENT POLE[M]: As Scalding Pole but delivers +5d6 fire damage and +5d6 electrical damage. Costs 10 vitality.

HUGE SIZE[M]: For 5 minutes, you grow to size Huge for 5x normal height, a -5 penalty to Reflex, a +5 bonus on damage rolls, a +10 bonus on Athletics checks, +10 wound points, +20 ft speed, a 15-ft reach, a +10 bonus to resist Bull Rush, Grapple, and Trip attacks, a -10 penalty on Stealth checks, an effective Strength of 25, and a 64x weight increase (Ex. 160 pounds becomes 10 tons).

Grungar
Bloody Eye



Grungar is patron of orcs and other savage mutants and a paragon of hate, bloody violence, conquest, and survival. He grants boons that allow followers to tap the full scope of orcish, demonic, and mutant heritage.

Deity Details

Grungar and his church have the following statistics.

Alignment: Chaotic evil.

Domains: Chaos, destruction, evil, hatred, and war.

Symbol: An orc warrior-king, an unblinking eye, a person impaled on a pole, a spear through a skull, or a trio of a battle axe, falchion, and spear.

Realm: Sharvrug. A blood-soaked sun, stinking winds, and broken moons hold sway over a garish, poisonous wasteland of ruins, caves, and battlefields where orcs and other mutants hunt and devour evil people's souls.

Weapon: Falchion (heavy blades group).

Mission: Kill all people and destroy their creations.

Organization: The brawniest, wiliest, and most charismatic exert power through intimidation, torture, and murder. No particular structure or strategy holds for long as members follow their blood-lusts and whims.

Rites: Before battles and under full moons, priests offer living, sentient sacrifices to gain Grungar's favor. Arena combat, brutal orgies, and grotesque "art" displays also hold religious significance.

Service: 1) Crush as many skulls and impale as many people as possible. 2) Destroy natural and man-made beauty, reducing everything to a wasteland of burnt rubble. 3) Leave numerous offspring. 4) Offer frequent screaming sacrifices to Grungar (min. 1/level/year).

Basic Boons

Followers may select the following basic abilities as boons.

Assassination: Once daily, you can direct a deadly assault against a surprised, helpless or defenseless adjacent foe with your weapon to deliver +15 damage, or +5 if Will resists. Costs 5 vitality.

Auspice: Boost Athletics, Intimidate, and Perception checks by +3.

Blood Fury: Once daily, when you first suffer wound damage, you gain a +2 bonus on attacks and deliver +2d6 weapon damage for 5 minutes, after which you are fatigued. If you have Orcish Blood Fury, this grants an additional daily usage of that instead.

Demonic Surge: For 1 hour, you count as both a mutant and a demon, as well as your own type, when adjudicating abilities. Also, your skin thickens and you suffer a -5 penalty to Comeliness and enjoy +5 DR versus acid and fire and +2 DR otherwise. Costs 1 vitality.

Lesser Tongues[M]: For 2 minutes, you can speak and discern (but not read or write) any 1 language. Costs 1 vitality.

Nethersight: You see in normal and magical darkness as easily as a human sees in daylight. Requires Darkvision.

Profane Lore: Apply a +5 bonus to Arcana, Bluff, History, Insight, and Perception checks when dealing with fiends or recalling lore about fiends. Also, you speak Abyssal and Infernal and have a permanent fiendish sigil on your body.

Intermediate Boons

Followers may select the following intermediate abilities as boons.

All You Need is Kill: An adjacent foe suffers 2d6 damage from your melee weapon, or is slain outright if it is level 2 or lower.

Caveland Skills: Boost Acrobatics, Athletics, Dungeoneering, and Stealth checks by +4. Also, you know Undercommon.

Darkness[M]: You create total darkness in a 15-ft-radius area around you or an unattended object within 30 ft. The darkness lasts 5 minutes and blocks vision including darkvision but not nethersight. Attacks made against or launched by obscured foes fail 50% of the time. You can maintain only 1 area of darkness at a time. Costs 2 vitality.

Diehard: When you fall below 0 wound points, you are not unconscious. Instead you are conscious and can continue to take a single move or standard action each round until you die at your usual negative hit points.

Eye Gouge[M]: One adjacent foe permanently loses an eye, suffers 1d4 wound damage, and endures a permanent -2 penalty to Perception checks if you beats your foe's Reflex. Regenerate or Heal restores the eye. Costs 2 vitality.

Fiendish Ritual[M]: Once daily you may conduct a 1-minute ritual to summon a fiendish spirit and tap its powers. Select a single warlock magic ability of a tier you can access except paragon tier. The ability is available to you for 24 hours. Requires Profane Lore.

Meld Into Stone[M]: You can vanish into an adjacent 5-ft-cube stone volume for up to 5 minutes. You can hear but not see and can take no actions except to end the effect as a standard action. You are undetectable from outside the stone. Costs 2 vitality.

Orc-Strong: Boost saves against disease and poison by +5.

Rapid Attack: You can make 2 attacks with the same melee weapon in rapid succession as a standard action. You can direct attacks to the same foe or to 2 different foes. Apply a -2 penalty on both attack rolls.

Scent: You can detect creatures within 30 ft by sense of smell. If a creature is upwind, the range increases to 60 ft. If it is downwind, the range drops to 15 ft.

Scorching Wrath[M]: Creatures within a 30-ft cone suffer 1d6 fire damage per level (max 10d6). Reflex resists for ½ damage. Costs 2 vitality.

Advanced Boons

Followers may select the following advanced abilities as boons.

Eye of Fear and Flame: You channel vile magic. All targets within 90 ft must resist using Reflex or be permanently blinded, resist using Will or be frightened for 1 hour, and resist using Fortitude or suffer 4d6 fire damage. Costs 5 vitality.

Smash: An adjacent foe suffers 3d4 wound damage. Costs 5 vitality.

Summon Grungar's Champions[M]: You perform a 1-minute ritual to summon 1 or more orcs, demons or orcish vile avengers (RMG, page 43) within 30 ft. Their total levels cannot exceed your level. These champions immediately obey commands you communicate to them in Abyssal or Orc but will seek to pervert them in order to follow their own blood-lust. They serve you for 1 hour and then vanish. Costs 10 vitality.

Third Eye[M]: You enjoy a +5 bonus on Perception checks and automatically notice invisible creatures as if they were visible.

Warlord General: As a move action, you inspire allies to act with insane courage. All allies within hearing range or line of sight out to a distance of 120 ft gain a bonus move action usable on their next turn and enjoy a +2 bonus on attack and damage rolls until the start of your next turn. This ability is usable at will but multiple effects do not stack.

Paragon Boons

Followers may select the following paragon abilities as boons.

Eclipse[M]: You hamper sunlight such that a 5-square-mile area is cloaked in dusky conditions for 1 hour or darkness for 5 minutes. Both conditions are safe for orcs, undead, and other light-sensitive creatures to enjoy without harm. Costs 15 vitality.

Screaming Frenzy[M]: Once daily for 2 minutes, you gain DR 10, fast healing 2, nethersight, immunity to acid and fire, and a continuous scream that causes all nondemons within 30 ft to be dazed if they fail to resist using Will, or suffer a -2 penalty on all d20 rolls even if they resist. The effect lasts until you stop screaming. Once a creature successfully resists, it is immune to your particular scream for the rest of the day. Costs 10 vitality.

Iblis
The Puppeteer



Iblis is a master of illusions in the service of entertainment, domination, and enslavement. He rose above the intrigue of genie court life and used mortals' wishes to ascend to godhood. Some say his divinity is an illusion.

Deity Details

Iblis and his church have the following statistics.

Alignment: Neutral evil.

Domains: Domination, evil, knowledge, illusions, and reptiles.

Symbol: A snake, a genie's lamp, a hand manipulating puppet strings, a marionette, or an impossible geometric figure.

Realm: Sijjeen. This fiery pit of torment includes flaming sands, tar pits, boiling water, strangling vines, flaying hooks, poisonous plants, and other horrors meant to test souls and entertain Iblis and his courtiers. The capital is Zaqqum, a tree of false knowledge that rots those who eat its fruit. Promising souls that Iblis breaks are raised up from torment to be ashkar fiends.

Weapon: Guisarme (pole-arm group).

Mission: To mislead souls away from goodness into evil.

Organization: Leaders lie to manipulate and outmaneuver each other. The lower ranks compete for favors and attention.

Rites: Believers engage in various pleasurable and cruel diversions. They meet to strategize, sow false knowledge, leverage corrupt officials, or engineer events to frighten people into doing evil.

Service: 1) Spread false rumors. 2) Bribe or blackmail good people to commit evil acts. 3) Collect reptiles or dolls. 4) At least once in life, engineer a false event to mislead a whole group into harm.

Basic Boons

Followers may select the following basic abilities as boons.

Auspice: Boost Arcana, Bluff, and Trick checks by +3.

Dazing Lie: Your brazen lie dazes an adjacent person for 1 round. The person must be able to hear and understand you. Will resists.

Guarded Mind: You are immune to Detect Thoughts.

Illusionist[M]: You may conjure 4 torch-like orbs, 1 humanoid apparition, 4 voices, 1 loud animal or machine noise, or a series of amusing stage tricks. The effects last 5 minutes, must remain within 30 ft, and do not cause damage or require a save, though they might fool the unwary.

Minor Marionette[M]: You touch an adjacent person. Starting on his next turn, he obeys with repetitive, literal single-mindedness your verbal commands that involve a physical action and do not involve an attack roll, put him or his allies in danger, or assume extra trust. Giving a 3-word command is a swift action and giving a 10-word command is a move action. Typical commands include: sit, dance, bark, strip naked, play an imaginary lute, etc. The person is aware of your control and you cannot influence his emotions, thoughts, or other non-motoric activity. Unless the commands are innocuous, a person's reaction can easily move to unfriendly or even hostile to you (see RPG, page 233). The influence lasts 2 minutes outside combat or 1 round in combat. Will resists. This is a charm effect. Creatures of level 5+ enjoy a +5 bonus to resist. Costs 1 vitality.

Shake Faith: One target within 15 ft loses the benefits of Unshakable Faith. Lasts 24 hours, or 1 round if Will resists.

Stage Magic: Boost Trick checks by +5, or by +10 while performing mundane stage tricks.

Ventriloquism: You can project your voice to any space within 15 ft. Creatures that fail to resist using Will perceive your voice comes from the projected space, while those that succeed may attempt a DC 25 Perception check to learn your true location. Costs 1 vitality.

Intermediate Boons

Followers may select the following intermediate abilities as boons.

Detect Thoughts[M]: You note the presence or absence of thoughts (from conscious, sentient creatures) within a 60-ft cone. After concentrating for a second round, you learn the number of thinking minds and the Intelligence of each. After concentrating for a third round, you "hear" the current surface thoughts of 1 creature of your choice within range for 2 minutes if you beat its Will. Costs 2 vitality.

Giant Reptiles[M]: You conjure 1 giant snake, mature lacerta shock lizard, or fiendish crocodile in an empty space of your choice within 30 ft. It obeys your mental commands and remains for 5 minutes or until you dismiss it. You can only maintain 1 reptile at a time. Costs 2 vitality.

Iblis' Trap[M]: As Mirage (see paragon ability below), but limited to 5-ft cube size, cannot move from its space, and offers only visual and auditory elements. A creature that touches the illusion has a 50% chance to notice the ruse. Costs 2 vitality.

Invisibility[M]: You or a touched ally turn invisible for 5 minutes or until the subject attacks, whichever comes first. Invisibility boosts Stealth checks by +10 and blocks line of sight. Costs 2 vitality.

Marionette: This improves Minor Marionette to have a 30-ft range and last 10 minutes out of combat or 3 rounds in combat. Costs 2 vitality.

Poison Spittle[M]: One target within 30 ft suffers 1 wound damage and is blinded for 2 minutes. Reflex resists. Costs 2 vitality.

Trap Door[M]: You magically pass through an adjacent floor or wall (max. 1 ft wood, 6 inches stone, or 1 inch metal). Costs 2 vitality.

Zone of Torment[M]: For 2 minutes, a 25 ft x 25 ft zone (5 ft tall) within 60 ft erupts with flames, boiling water, hot tar, etc. Creatures that start any turn in the zone suffer 1d6 fire damage/2 levels. Ten points of cold damage will extinguish it. Costs 2 vitality.

Advanced Boons

Followers may select the following advanced abilities as boons.

Anti-Magic Poison[M]: An adjacent foe suffers 1 wound damage and cannot activate magic abilities for 1d4+1 rounds. This is a poison effect. Fortitude resists. Costs 5 vitality.

Fruit of Knowledge: You and an adjacent person agree on a bargain. For 24 hours, he enjoys a +5 bonus on Intelligence-based skill checks and knows any 1 basic ability. After, he suffers 1d4 wound damage and Will resists or his alignment permanently changes to evil. This ability fails on evil targets. Costs 5 vitality.

Great Deceiver: Boost Bluff and Disguise checks by +10.

Monstrous Marionette: This improves Minor Marionette to target any creature type. Costs 5 vitality.

Reptile Form[M]: For 5 minutes, you acquire the appearance and statistics of a naga, snake or other reptile equal to ½ your level. You retain your Intelligence, alignment, vitality points, and magic abilities. You can end the effect as a swift action and regain 1d4 wounds when doing so. If you fall unconscious or die, you return to your normal form. Costs 5 vitality.

Wondrous Pleasures[M]: Once daily, after 1 hour in intimate romance with a person, you both recover to full vitality.

Paragon Boons

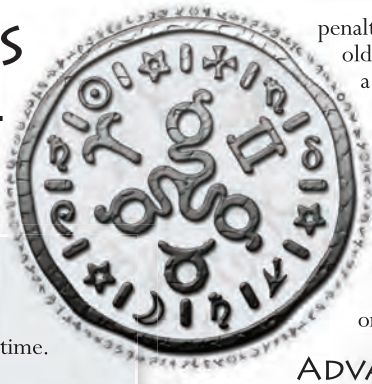
Followers may select the following paragon abilities as boons.

Lasting Marionette: This improves Marionette to last 24 hours. Costs 10 vitality.

Mass Marionette: This improves Marionette to target any or all creatures within 30 ft.

Mirage[M]: You create an illusion of 1 creature, object, corpse or building with full auditory, visual, tactile, olfactory, and thermal elements. The illusion can be as small as a house fly or as large as a keep or ancient dragon. The illusion functions as if it were real. If a creature actively attempts to disbelieve, you must beat its Will or the effect ends for that creature. The illusion lasts as long as you concentrate as a standard action + 1d4 rounds. Requires Iblis Trap. Costs 10 vitality.

Kronos
Time's Guardian



Kronos is patron of fate, history, memory, and time. He sustains ruins, and all the hours and ages are his home. While the paths of events may be chaotic, he champions the time-stream's stewardship.

Deity Details

Kronos and his church have the following statistics.

Alignment: True neutral.

Domains: Fate, history, memory, protection, and time.

Symbol: A watch, hourglass or other time piece.

Realm: Aevum. A city of a thousand eras jumbled together, with a myriad of portals showing and leading to history's many quiet and turbulent moments.

Weapon: Scythe (heavy blades group).

Mission: Preserve the past's lessons and future's potential.

Organization: Loosely hierarchical. Those who demonstrate the most thorough understanding of history's cycles and principles, with wise advice flowing thusly, tend to rise above others.

Rites: Annual rites commemorating major events and figures, often with readings and reenactments. Also, weekly sessions to foresee and guide the future. Many priests act as oracles and historians.

Service: 1) Hang on to precious mementos of the past. 2) Teach history to help people break out of repeating past mistakes. 3) Plan and prepare for the future, especially to survive disasters. 4) Travel to another time in history, if possible.

Basic Boons

Followers may select the following basic abilities as boons.

Auspice: Boost Arcana, Diplomacy, and History checks by +3.

Datum Personas[M]: You learn the exact time and date of birth of 1 person within 15 ft. You also learn time and date of death if the person is dead. Will resists. Costs 1 vitality.

Detect Drop Box[M]: Once weekly, you learn the distance and direction to the Drop Box (below) that is nearest to you or holds the most expensive contents. Costs 2 vitality.

Eye of Kronos: As an immediate action you try an Arcana check (no penalty) to learn whether a creature or object within 30 ft is activating a time-related ability, and if so, which one. Costs 1 vitality.

Memorialize: You enjoy a +2 bonus on History and Insight checks, or a +10 bonus for up to 1 named person per level. You can add persons up to the limit but not forget them at any time. The named persons remain for you from 1 use of this boon to the next.

Memory Lapse: A target within 15 ft forgets what occurred since the start of its last turn. This affords retries on Diplomacy checks and such. Will resists. Costs 1 vitality.

Servant of Kronos: You are fluent in 2 languages of your choice and enjoy a +3 bonus on Diplomacy checks.

Intermediate Boons

Followers may select the following intermediate abilities as boons.

Drop Box[M]: You place an item in a masterwork box that costs 100 gp, or 1,000 gp for Large or Huge items. You then send the box on a 1 way trip up to 100 years per level into the past or future. Requires you know Chronomancy or Detect Drop Box. Costs 2 vitality.

Sphere of Kronos[M]: You and up to 8 Small or Medium allies within 15 ft vanish from the real world to shelter in a 15-ft-radius protective sphere of anti-time. In this sphere, nothing can detect, target or affect you, nor can you perceive or interact with anything outside. The sphere lasts 4 hours + 1 hour per level, or until ended by you. When the magic ends, everything inside reappears in their original spots. You can only maintain 1 sphere at a time. Costs 5 vitality.

Sudden Aging[M]: One person within 30 ft permanently advances 1 age bracket (RPG, page 13). Will resists. Multiple instances of this ability by the same caster do not stack. Apply aging penalties but not bonuses. If a target moves beyond the old bracket, he immediately dies of old age. Aging a corpse turns it to dust. Will of Kronos reverses the effect. Costs 2 vitality.

Time's Arrow: As a swift action you augment your next ranged weapon attack using a bow or such, so that a successful strike delivers the effect of 1 chronomancer ability or boon of Kronos that you know. Costs 2 vitality.

Will of Kronos: You end 1 time-related effect or condition such as Slow or Sudden Aging on you or an adjacent ally. Costs 2 vitality.

Advanced Boons

Followers may select the following advanced abilities as boons.

Final Destination[M]: The touched creature is permanently barred from moving through time or using time-altering abilities on itself. Will resists only if the target is level 3+. Will of Kronos ends the effect. Costs 5 vitality.

Flux Curse[M]: A touched person or mutant must resist using Will or vanish every 1d10 minutes, each time journeying 2d6 rounds into the future, where it reappears in the nearest open space. Will of Kronos ends the effect. Costs 2 vitality.

Mass Memory Lapse: This improves Memory Lapse such that all targets within 60 ft forget what occurred for the past 2 minutes, or since the start of their last turn if Will resists. Costs 5 vitality.

Temporal Surgery[M]: An adjacent willing creature with class levels may re-choose ability selections made at any 1 previous level. Costs 1 hour, 2,000 gp in rare materials, and 10 vitality.

Time Pool[M]: After 1 hour using a fount or other reflective liquid pool (min. 5 cubic ft) to search across time, you learn an answer (yes/no/maybe/irrelevant) regarding 3 questions. Questions must be 10 words or less. Costs 3 vitality per question.

Paragon Boons

Followers may select the following paragon abilities as boons.

Alter Reality[M]: Once daily, you may spend 10 minutes and 10 vitality to sow seeds through the time stream. Do not play this. Instead, any time later that day, you may reap those seeds when you spend 5 vitality as a move action. In doing so, you may retroactively spend funds to suddenly gain gear you might have purchased, restore 1 ally to full vitality and health, move a party to safety, cure a party from all injury and ailments, restore a party to life and 1 hit point, banish up to 20 levels worth of foes, unleash 20d6 damage against foes within 120 ft, or inflict an equivalent effect. As you do this, the past shifts to evoke a new present. This ability cannot change a creature's alignment. The chance of success equals 70% + 1% per level. Alternatively, you can roll against 70% + a History check. You can take this ability multiple times. Each time, you gain 1 additional daily use. Requires you know Drop Box, Eye of Kronos, and Time Pool.

Escape Into the Future[M]: You transport yourself and/or up to 5 adjacent allies up to 1 year per level into the future. You arrive in your departure spaces, or the nearest open spaces, dazed for 2 minutes and naked except for electrotech and magic items. The ability offers no means of return. Costs 10 vitality + 2 vitality per ally.

Greater Time Pool: This improves Time Pool to afford up to 1 question per level.

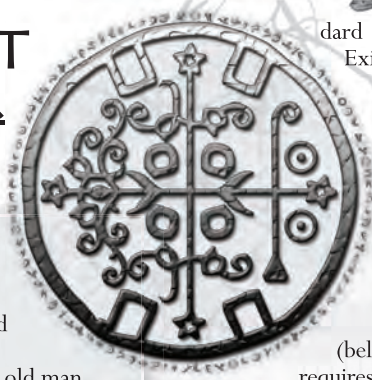
Temporal Conduit[M]: You create a 10-ft-square shimmering time conduit within 60 ft. The conduit lasts 2 minutes and leads to a specific date that you designate. Its accuracy requires a DC 15 History check for the right year, DC 20 for the day, DC 25 for the hour, DC 35 for the minute, and DC 50 for the right round. A failed check indicates a random time past any easier DC that would have succeeded. A conduit cannot transport persons to other times in which they exist as persons. Costs 1,000 gp in special materials and 20 vitality.

Temporal Whirlpool: This alters Temporal Conduit such that all creatures and objects within 30 ft of the conduit are drawn into it. Each round a creature is within range, it must use Will to resist. Costs +5 vitality.

Lebat

Papa Gatekeeper

Papa Lebat is the guardian of portals between realms of existence, a communicator and translator, and equally a gentle guardian and trickster guide.



Deity Details

Papa Lebat and his church have the following statistics.

ALIGNMENT: True neutral.

DOMAINS: Portals, pacts, possession, speech, and spirits.

SYMBOL: A black or red doorway, a set of keys, an old man with a cane, a young man with horns, or a jug or bottle of liquor.

REALM: Guinee. Papa Lebat is the gatekeeper to, and quiet guardian, of this lush tropical land—often pleasant, sometimes wild, and occasionally terrifying—which is home to his faithful and the loa, powerful ancestors and nature spirits.

WEAPON: A cane, which counts as a club (clubs groups).

MISSION: To mediate relations between mortals and alternate realms of existence, with mortals' welfare coming first.

ORGANIZATION: Priests for Papa Lebat and the spirits of Guinee are voted or, more often, self-appointed. Priests are often quite charismatic, or at least alluring by their mystery. Priests are there to help guide believers and help solve their problems, and in turn believers are called to assist in all sorts of rites.

RITES: Papa Lebat dislikes fanfare. He requests very minor (but earnest) daily devotions such as leaving morsels by doorways. Priests also assist at funerals and lead rituals that rely on group participation to evoke his boons.

SERVICE: 1) Place minor daily offerings (1 cp) by a portal. 2) Play a prank on each of your allies. 3) Build your own door that you use or others will use daily. 4) Allow yourself to be possessed.

Basic Boons

Followers may select the following basic abilities as boons.

AUSPICE: Boost Arcana, History, and Music checks by +3.

COMPREHEND LANGUAGE[M]: You can comprehend a single mundane language for 4 hours + 1 hour per level. Costs 1 vitality.

DAILY SACRIFICE: In a rude 1-minute ritual, you target a surrounding 30-ft-cube space. Persons and animals enjoy a +2 bonus on Fortitude, Reflex, and Will while inside the target space. The effect lasts 24 hours. Costs 1 vial of fresh blood (25 gp) + 1 vitality.

DIPLOMATIC: Boost Diplomacy checks by +5 or +10 to assist 2 parties to negotiate.

KEEN SENSES: Boost Insight and Perception checks by +5.

LINGUIST: You are fluent in 3 languages of your choice.

MAGIC CANE[M]: Any wooden melee weapon, typically a cane or club, that you wield counts as magical and inflicts damage equal to 1d8 + 1 point per level (max +5) with a +1 bonus on attack rolls. The weapon is unexceptional in others' hands.

WALK AMONGST SPIRITS[M]: For 5 minutes you enjoy a +10 bonus on Bluff and Disguise checks to register as a specific nonperson, nonanimal creature type (RPG, page 244), as selected when activating this ability. Costs 1 vitality.

Intermediate Boons

Followers may select the following intermediate abilities as boons.

ARCANE LOCK[M]: You add a layer of magical protection to a portal or container. You specify a password to bypass a layer. A DC 25 Athletics check or a DC 25 Mechanics check defeats 1 layer. You can maintain a number of Arcane Locks at once equal to your level.

KNOCK[M]: You open 1 mundane lock or negate 1 Arcane Lock effect. Costs 2 vitality.

MAGIC CIRCLE[M]: You spend 1 minute drawing a stationary 10-ft-diameter circle inscribed with runes. Non-persons cannot pass or break the circle's perimeter for as long as you concentrate as a standard action each round + an additional 1d4 rounds. Exiting the circle ends the effect. Costs 2 vitality.

MINOR PACT[M]: Once daily after a 10-minute ritual, you call into yourself a ghostly spirit of yore to empower you. While bound, you enjoy a +2 bonus on History checks and know for 24 hours any 1 basic magic ability from any class. The binding lasts 24 hours or until you fail to resist the Exorcism ability. Requires Diplomatic. You can take this boon a second time to gain another daily use.

MINOR POSSESSION[M]: As Possession (below) but only targets a person up to level 2 and requires a 250 gp gem. Costs 2 vitality.

TONGUES[M]: You can understand, fluently speak, and write a single language for 10 minutes. Costs 2 vitality.

VOODOO DOLL[C]: You construct a tiny doll that incorporates a piece of a target person such as a hair or nail. For each level of the target, the doll costs 5 gp and takes 1 hour to craft. When you are done, the doll acts as a conduit for harm or benefit to the person. The doll lasts 1 day per level before self-destructing. Once daily, you can inflict vitality damage equal to 1d4 + your level (Will negates). Also once daily, you can heal or inflict wound damage equal to 1d4 per 4 levels (round down). To end the effect, the doll must be destroyed, the caster slain, or the target aided by Remove Curse.

Advanced Boons

Followers may select the following advanced abilities as boons.

CHANNEL SPIRIT[M]: Once daily, during a 1-hour ritual, you receive a response (yes/no/maybe/irrelevant) from an otherworldly being regarding up to 3 questions phrased in 10 words or less. Costs 3 vitality per question.

DIVERSE DWEOMER: Select 4 basic magic abilities for which you qualify drawn from any classes. You now know these abilities.

EXORCISM[M]: You target 1 fiend, undead or possessed creature within 15 ft. If you beat its Will, it is destroyed (if undead), banished to its home realm (if a fiend) or freed from possession. Costs 5 vitality.

GREAT CIRCLE: This improves Magic Circle to be up to 100 ft in diameter provided you spend 10 minutes scribing it. Costs 5 vitality.

IGNORE EXORCISM[M]: You ignore the Exorcism ability unless you wish to be affected. Requires Minor Pact.

PACT MAGIC: This improves Minor Pact, such that you enjoy a +5 bonus on History checks and select 2 basic or 1 intermediate magic ability of your choice.

POSSESSION[M]: You can possess a person or natural animal's body while shunting its spirit into an adjacent 500 gp gem or jar. The target must be within 120 ft. You do not need line of sight. Initiating possession takes 1 minute. If you beat the animal's Will, your spirit enters its body and you gain its statistics except its mental attributes, memories, abilities, and alignment (which are your own). Meanwhile, your body is asleep (unconscious) and the target's spirit is held in the gem. The effect lasts 1 hour. When the hour expires, or the gem is destroyed, or you or the target's body dies, or when affected by Exorcism, then the magic ends and all spirits return to their bodies (or to the afterlife if a body is slain). Costs 5 vitality.

SHAKE THE SPIRIT[M]: You deeply disturb the essence of a living foe within 60 ft, as if to expel its soul. It suffers 1d6 pain damage per level. The damage bypasses DR. Will resists for ½ damage. Costs 5 vitality.

Paragon Boons

Followers may select the following paragon abilities as boons.

GROUP PACT: This improves Minor Pact such that up to 5 adjacent allies enjoy access to 1 intermediate magic ability of your choice. Costs 2 vitality per affected ally.

LASTING POSSESSION[M]: This improves Magic Jar or Possession such that the swap lasts 4 hours + 1 hour per level. Costs 10 vitality.

MONSTROUS POSSESSION: This improves Possession or Magic Jar to target any creature that has a soul given a 1,000 gp gem or jar. Costs 15 vitality.

Majareet
The Hearth Tree



This sturdy patroness helps farmers, families, and homesteaders. She ensures healthy children, bountiful harvests, and safe spaces free of hazards and monsters.

Deity Details

Majareet and her church have the following statistics.

Alignment: Neutral good.

Domains: Agriculture, divination, family, healing, and protection.

Symbol: An oak tree, farm house, sapling or flower, warding sigil, food basket, totem pole or set of farming implements.

Realm: Beulah. An idyllic rural landscape dotted with farms, small towns, and gentle woods. Old roads, occasional wild animals, and rare natural hazards keep inhabitants sharp-witted. People relive and enhance their happiest moments across multiple generations.

Weapon: Thresher (works as a halberd, pole arms group).

Mission: Grow farms and families, keeping them safe.

Organization: Majareet's church is a loosely-knit convention of churches, each with its own parish jurisdiction. Each church's priest, elected by local followers, offers guidance and support. Small variations in rites and dogma are quite common.

Rites: Gatherings focus on gaining the god's blessings, defending key locales against dangers, foreseeing impending dangers, seeking out disguised monsters, and presiding over births. Followers pray as a community for safety and prosperity.

Service: 1) Build a home. 2) Maintain a farm. 3) Raise a family. 4) Avoid evil and call out and confront its presence.

Basic Boons

Followers may select the following basic abilities as boons.

Auspice: Boost Healing, Insight, and Nature checks by +3.

Detect Possession[M]: You learn whether an adjacent person is possessed (can be affected by the Exorcism ability).

Dowse[M]: After 3d12 rounds exploring an outdoor area, you learn the space and depth underground of an abundant source of 1 specific category of mundane item or phenomenon (potable water, edible plant, burnable wood, tiny gems, a corpse, etc). You cannot find creatures or specific items, and each use is good for only 1 category. The chance of finding anything worth more than 1 gp per level equals 30% + 2% per level. Costs 1 vitality.

Ensure Fertility[M]: An adjacent animal or person regains fertility, or if already fertile and pregnant, the fetus is cured of any 1 named disease. Costs 1 vitality.

Fertile Garden[M]: Once daily after a 1-minute ritual, you double the growth and potential productivity of a 15-ft-square plot of plants over the course of the next 1 month. You can affect a specific area only once monthly. Alternatively, if the land cannot support plant life (poisoned ground), you cleanse it, making it ready for planting and a second use of this spell. Costs 1 vitality.

Goodberry[M]: Your conjure 2d4 berries, nuts or similar small uncooked edibles. When eaten, a berry provides nourishment as if it were a normal meal for a person and cures either 1 wound damage or 1d4 vitality. A creature can benefit from up to 3 berries in a 24-hour period. Costs 1 vitality.

Lasting Bond[M]: After a 10-minute ritual, 2 adjacent willing persons enjoy a permanent bond. Whenever the pair are adjacent to each other, they enjoy a +2 bonus on saves. When they are within 30 ft of each other, they enjoy a +1 bonus. A person is limited to 1 lasting bond at a time. If a target is already bonded, the magic fails. The bond ends when either person dies. Costs 1 vitality.

Plant Sentinel[M]: A touched plant guards a 30-ft-radius area for 4 hours + 1 hour per level or until dispelled. If a living creature (besides you, a blood relative or a domestic animal) enters the area, the tree wails for 5 minutes. You can only maintain 1 sentinel at a time.

Rouse[M]: You awaken from sleep 1 living creature within 15 ft such that it can immediately defend itself and act normally. Costs 1 vitality.

Zone of Comfort[M]: You instantly warm or cool the temperature of an indoor 30-ft-cube volume by ±90° F as you like within a range of -40° F to +140° F. Costs 1 vitality.

Intermediate Boons

Followers may select the following intermediate abilities as boons.

Fertile Farm[M]: As Fertile Garden but you target 120 ft around you. Costs 2 vitality.

Fruits of the Earth[M]: As Goodberry but conjures 3d6 largish meaty fruits with the same benefit, plus ends fatigue, and consuming a fruit takes 1 minute. Costs 2 vitality.

Herbalist: After 10 minutes of work and 5 gp worth of herbs, you can cure 1 disease, neutralize 1 poison, end infertility, or end 1 case of fatigue, blindness, deafness, nausea or confusion. A creature can benefit once daily per point of Constitution bonus (minimum 1).

Mass Rouse: This improves Rouse to target up to 8 persons within 120 ft of you or at least 1 other target. Costs 2 vitality.

Repel Critters[M]: You protect a 30-ft-cube volume such that wild animals up to level 2 that enter suffer 1d4 pain damage per minute. Requires a 50 gp bell, totem pole or monolith that can be reused. Lasts 1 year or until it inflicts 10d4 damage. Costs 2 vitality.

Safe Zone[M]: You protect a 15-ft-cube or smaller chamber such that up to 8 occupants, 1 ton of furnishings or gear, or any combinations thereof, are protected by energies of the Astral Realm from any natural hazards that occur in that area. Only creatures (not unattended objects or natural phenomena such as wind) may pass into/out of the zone. Those on the outside see a safe space as it appears without harm. Those on the inside see outside including hazard conditions. Lasts 4 hours + 1 hour per level. Costs 5 vitality.

Advanced Boons

Followers may select the following advanced abilities as boons.

Find True Love[M]: You touch an adjacent person and focus for 10 minutes to learn the distance and direction to his or her destined true love, who is particularly suitable for Lasting Bond and related abilities. The chance this person is in fact a true love equals 70% + 1% per level. A person has 1 true love at a time. Costs 5 vitality.

Hearth Magic: Each day, you select and use for 24 hours 2 basic druid or witch magic abilities and 1 intermediate druid or witch magic ability of your choice in addition to abilities normally available to you. Requires a fireplace costing 1,000 gp and Wisdom 12+.

Repel Strangers[M]: As Repel Critters but causes 1d6 pain damage per minute to wild animals, mutants, and uninvited persons up to level 5. Lasts 1 year or until inflicts 20d6 damage. Costs 5 vitality.

Safe Haven[M]: You conjure an invisible force field around a 30-ft-cube volume and designate up to 12 creatures as permitted to enter (any can leave). All others up to your level cannot enter, and higher level strangers must resist using Will each time to enter. Lasts 4 hours + 1 hour per level. Requires a 5,000 gp bell, totem pole or monolith. Costs 10 vitality.

Paragon Boons

Followers may select the following paragon abilities as boons.

Great Hearth Magic: As Hearth Magic but requires Wisdom 15+ and you gain for 24 hours 1 advanced, 1 intermediate, and 2 basic magic abilities for which you qualify drawn from any class.

Repel Monsters[M]: As Repel Critters but harms any uninvited creatures up to your level and lasts 1 year or until it inflicts 40d6 damage. Costs 10 vitality.

Tree of Life[M]: Up to 3x under a full moon, you permanently transform 1 mundane tree into a treant of a level up to yours minus 2. It starts friendly to you and your immediate kin, provides aid, and remains in the area for at least 1 day per level. You must place a gem in the tree worth 50 gp per level before using this ability. Costs 10 vitality.

Mikulishna
The Swan Waif



The petite and ever-young flaxen-haired Mikulishna is a picture of carefree innocence, brilliant indulgence, and bloody mayhem. She warms cold days, redistributes wealth and fun, and punishes foes.

Deity Details

Mikulishna and her church have the following statistics.

Alignment: Chaotic neutral.

Domains: Combat, love, magic, thievery, and winter.

Symbol: A swan, a fair blonde maiden, a winter witch, a white gloved hand, or a heart wrapped in thorns.

Realm: Neverland. This wondrous romantic land of parks and palaces hosts dance parties, boat trips, and all manner of festive events, from sublime quiet to raucous mayhem.

Weapon: Light pick (axes group).

Mission: To partake of life's many pleasures, especially love.

Organization: Random and disorganized. Members often erect small shrines with ornaments and pictures, typically in alcoves near festive and lush locales, with inspirations and stories for other members who may stumble upon them.

Rites: Mikulishna approves of all festivies and amusements, day or night, often while others toil. The end of winter is a special occasion to recount the goddess's legends and reawaken old passions.

Service: 1) Travel the world, asking for (or taking) what you desire rather than working. 2) Enjoy many pleasures and pleasantries. 3) Fall madly in love. 4) Just as nature can be dangerous, so too are you free to express your wrath as you desire.

Basic Boons

Followers may select the following basic abilities as boons.

Auspice: Boost Diplomacy, Survival, and Trick checks by +3.

Courtly Ruse: Boost your Bluff and Nobility checks by +5.

Healer[M]: An adjacent ally heals 1d4 wounds. Costs 1 vitality.

Ice Dagger[M]: One adjacent target suffers 1d3 wound cold damage from a icicle knife. Reflex resists. Costs 1 vitality.

Pick-Pocket: Boost Trick checks by +5, or by +10 when attempting to pick pocket an adjacent target.

Pilfer Magic[M]: When you beat an adjacent foe's Will—or touch a willing ally—the target temporarily loses 1 basic magic ability and you gain use of that ability. You can select a specific ability you have observed the target use, or you can select an ability on a successful DC 15 Arcana check. Otherwise, the ability you get is determined by a random die roll. This ability has no effect if the target has no basic magic abilities. The effect lasts 24 hours or until you die or use this ability again. Costs 1 vitality.

Resist Cold[M]: You or a touched ally enjoy +10 DR against cold energy damage for 1 hour. Costs 1 vitality.

Romantic: Boost Diplomacy checks by +5, or by +10 in romantic situations.

Snow Shoes[M]: You move with no penaly in conditions of ice, sleet and snow for 4 hours + 1 hour per level. Costs 1 vitality.

Spellwise: Boost Arcana checks by +2, or by +10 for spellcraft.

Intermediate Boons

Followers may select the following intermediate abilities as boons.

Beauty: Your comeliness permanently improves by +4.

Escape Grapple[M]: You exit a grapple from a Medium or smaller creature. Costs 2 vitality.

Incite Freedom[M]: After 1 minute of speaking, all sentient creatures within 30 ft and hearing range become 1 step more hostile to a specific, named lawful target (creature, small group, item or place) of your choice for 1 hour. Will resists. Costs 2 vitality.

Kiss[M]: Once daily, after 1 minute spent kissing an adjacent ally, you both recover 2d6 vitality.

Love Spell[M]: A person within 30 ft who fails to resist using Will falls madly in love with you or another person within 30 ft. The love-struck target is friendly with overt gestures of passion. The effect lasts until the love is consummated or the target of desire is slain. If you have a belonging or piece of the target, apply a +2 bonus to your attack. This is a curse. Costs 2 vitality.

Sleet Storm[M]: For 2 minutes, driving sleet blocks all sight into a 20-ft high x 40-ft diameter cylindrical area within 500 ft. The sleet blocks darkvision and ices the ground such that a creature can walk within the area at ½ speed on a successful DC 10 Acrobatics check (failure knocks it prone); otherwise, it can't move that round. The sleet also extinguishes torches and small mundane fires. Costs 2 vitality.

Spell Thief[M]: This works like Pilfer Magic except you may borrow a basic ability or an intermediate ability. Costs 2 vitality.

Strip Naked[M]: All mundane gear flies off in tatters, utterly destroyed, for 1 person within 30 ft. If Will resists, only mundane clothing vanishes while gear falls to the ground safely. Costs 2 vitality.

Swan Shape[M]: For up to 2 minutes you or and adjacent ally becomes a 25-pound trumpeter swan (page 253). You radiate faint magic. You can only use the swan's attack options, and you can return to your normal form as a move action. Requires Beauty or Incite Freedom. Costs 2 vitality.

Transfer Magic[M]: You transfer to an adjacent ally the basic magic ability you gained using Pilfer Magic. The ally can use it until the 24 hours expires since you took it. You may now use Pilfer Magic again without either of you losing the transferred spell. Costs 2 vitality.

Advanced Boons

Followers may select the following advanced abilities as boons.

Back Snap[M]: You target an adjacent Medium or smaller foe. If its Fortitude fails, you break its back: it falls to -1 wound points and begins dying. Moreover, if it lives, its speed is reduced to 0 ft and it suffers a -10 penalty on Strength and Dexterity-based skill checks and attack rolls until it receives magical healing (rather than mundane healing). The effects are permanent without magical healing even if the creature regains full vitality. Costs 5 vitality.

Breath of Life[M]: An adjacent 300 gp mannequin transforms into a living person after 1 day's work. He or she is level 0, chaotic neutral, human or your race with random statistics, and a young adult with a unique look. This "new" person lacks memories and starts friendly to you but is otherwise independent. Costs 5 vitality.

Grand Theft: Once daily as a swift action, boost your next Trick check by +10, or by +20 when using the pick pocket option.

Mass Strip Naked: This improves Strip Naked to target all persons with 60 ft. Costs 5 vitality.

Sunder Limb[M]: An adjacent foe suffers 2d6 wound damage as you snap off 1 of its limbs (1d4: 1 is right arm, 2 is left arm, 3 is right leg, 4 is left leg). A severed limb can be reattached or regrown using the Heal spell or Fast Healing. Fortitude resists. Costs 5 vitality.

Youth and Beauty[M]: You continuously maintain an illusion of youth and beauty regardless of your actual age. The effect renews every 24 hours.

Paragon Boons

Followers may select the following paragon abilities as boons.

Change of Heart[M]: An adjacent ally heals 3d6-1 vitality, or recovers from all damage and conditions but permanently moves 1 step closer to chaotic neutral. The target says which outcome. A chaotic neutral target may only take the 1st option. Costs 10 vitality.

Love Parade[M]: As Love Spell but targets all persons within 120 ft, with objects of affection chosen at random. Costs 15 vitality.

Mass Mayhem[M]: All adjacent foes, and foes under level 3 within 30 ft suffer Back Snap or Sunder Limb (50/50 chance). Fortitude resists. Costs 15 vitality.

Winter Squall[M]: As Sleet Storm but targets a 2-mile radius outdoor area all around you for 1d4 hours. Costs 10 vitality.

Minerva
Queen of Heaven



This warrior princess is a radiant and merciful queen of Heaven, an inspiration for civilization and teacher of true and practical knowledge. She is a savant of crafts, engineering, music, and warfare.

Deity Details

Minerva and her church have the following statistics.

ALIGNMENT: Lawful good.

DOMAINS: Craft, justice, knowledge, marriage, and volcanos.

SYMBOL: An owl, a spinning wheel, a war helmet, a marble-skinned warrior woman, a volcano, or a wedding ring.

REALM: Amazonia. Stately marble complexes, adorned with pillars and feminine craft motifs, stand on tree-covered mountains and overlook crystal waters. Inhabitants enjoy their days in exercise, artistic and legal puruits, and enjoyment of nature and each other.

WEAPON: Mancatcher (subdual weapons group).

MISSION: Apply wisdom and talent to everyday tasks.

ORGANIZATION: Strongly hierarchical. Everyone contributes their gifts. Promotion is based on competence with wisdom.

RITES: Minerva is invoked during key phases of creative and industrious projects. Rites in spring and summer symbolize innovation and prosperity. Believers should help build civilization by saving the innocent, punishing evil, and perfecting the arts and crafts.

SERVICE: 1) Rescue the innocent. 2) Punish liars, cheaters, and thieves, but offer mercy before vanquishing them. 3) Create a unique artistic masterpiece once in one's life. 4) Marry your best match, and honor the contract of marriage.

Basic Boons

Followers may select the following basic abilities as boons.

AUSPICE: Boost Appraise, Craft, and Warcraft checks by +3.

BRONZE SKIN[M]: For 5 minutes, you enjoy a bronze-like skin that grants you a +2 DR. This works with worn armor and other magical armors except Bark Skin. Costs 1 vitality.

ELECTROTECH SAVVY: For 4 hours, an adjacent allied person can use electrotech devices, make checks using the Technics skill (RPG, page 177), and enjoy a +2 bonus on Mechanics and Technics checks. Costs 1 vitality.

LASTING BOND[M]: After a 10-minute ritual, 2 adjacent willing persons enjoy a permanent bond. Whenever the pair are adjacent to each other, they enjoy a +2 bonus on saves. When they are within 30 ft of each other, they enjoy a +1 bonus. A person is limited to 1 lasting bond at a time. If a target is already bonded, the magic fails. The bond ends when either person dies. Costs 1 vitality.

MENDING[M]: Your touch repairs minor breaks and tears in an unattended mundane adjacent object up to 5 pounds in weight or 2 square ft in size, whichever is greater, making it like new. This ability does not affect creatures.

RENAISSANCE SPIRIT[M]: For 4 hours, an adjacent person enjoys a +5 bonus on any 2 of the following skills: Craft, Dungeoneering, Heal, Literacy, Mechanics, Music or Technics checks. Afterward, the person is fatigued. Costs 1 vitality.

RESIST FIRE[M]: You or a touched ally enjoy +10 DR against fire for 1 hour. Costs 1 vitality.

SUMMON INSTRUMENT[M]: You conjure a handheld musical instrument. You (and only you) enjoy a +5 bonus on Music checks while using it. You are limited to 1 instrument at a time. It vanishes if it leaves your hands.

WAR MIND: You are schooled in the art of war. Boost Warcraft checks by +5, or by +10 once daily.

Intermediate Boons

Followers may select the following intermediate abilities as boons.

CANTOR: Apply a +5 bonus on Religion checks. Moreover, when you use the Music skill as a standard action and pass a DC 15 Music check, evil foes within 30 ft that can hear you are fatigued (no save) for 2 minutes. Costs 2 vitality.

ELICIT TRUTH[M]: Once daily, you can ask up to 3 5-word questions of a helpless or willing adjacent person within a 2-minute period. For each question, Will resists or he offers a truthful and plain-spoken 10-word answer to the best of his knowledge. If the target is restrained in a mancatcher or lasso, apply a +2 bonus on your attack roll. A person can only be affected 1/week by this ability.

LAVA BOLTS[M]: You inflict 1d6 fire damage per 2 levels (max 5d6) to all creatures in either a 15-ft cone or along a 60-ft line, as you desire. Apply ½ damage if Reflex resists. Targets that don't resist also suffer 1 wound damage. Costs 2 vitality.

LOCATE SPOUSE[M]: For an adjacent person, you learn the distance and direction to—and superficial appearance of—his spouse (from Lasting Bond) or a person within 5 miles who is best-suited to become his spouse, if he is unbonded. Costs 2 vitality.

MAKE WHOLE[M]: This improves Mending, such that you completely repair a mundane object of up to 10 cubic ft per level regardless of damage so long as at least 75% of the original material is present. Body parts mend into a whole corpse. This ability can reattach a construct's severed limbs, and it can mend a broken magic item at a cost equal to ¼ the item's original creation cost. Costs 2 vitality.

OWL'S WISDOM[M]: You touch an adjacent allied person. For 5 minutes, he enjoys a +5 bonus on Wisdom-based skill checks, a +2 bonus on Will, and a +2 bonus on initiative checks. A person can benefit only 1/day. Costs 2 vitality.

RESTORE FLESH[M]: An adjacent ally heals 2d4 wound points and avoids the second onset of poison, if applicable. Costs 2 vitality.

UNMASK DECEIT: One target within 30 ft suffers a -20 penalty on Bluff checks for 1 hour, or a -5 penalty if Will resists. Costs 2 vitality.

Advanced Boons

Followers may select the following advanced abilities as boons.

CONE OF LAVA[M]: You inflict 1d6 fire damage per 2 levels, plus 2 wound damage, to all creatures in a 60-ft cone. Reflex resists for ½ damage. Costs 5 vitality.

FAR SPOUSE: This improves Locate Spouse to work out to any distance, on any world or realm of existence, after a 1-hour ritual. Costs 5 vitality.

FIRE IMMUNITY[M]: You are immune to fire damage. Requires Resist Fire.

RENAISSANCE MASTER[M]: As Renaissance Spirit but +10 bonus and person is exhausted afterward. Costs 5 vitality.

SLAY EVIL[M]: One adjacent non-person evil creature must resist using Will or be reduced to -1 wounds and begin to die. Even if it successfully resists, it suffers 3d6 holy damage. Costs 5 vitality.

STONESKIN[M]: You enjoy DR 10 for 2 minutes or until the spell blocks 10 points of damage per level, whichever comes first. Requires Bronze Skin or Harden. Costs 5 vitality.

Paragon Boons

Followers may select the following paragon abilities as boons.

DIVINE CRAFTWORK[C]: Up to 1/week, you may craft any 1 item as if you met all prerequisites, including craft and magic abilities. You expend time, gold, and vitality as normal. Costs +10 vitality.

DIVINE WARLORD: After an inspiring and strategy-focused 1-minute speech, for 1 hour, allies within 30 ft gain darkvision, +5 temporarily vitality points, +1 on attacks and +2 fire damage for 1 held weapon, a +2 bonus on Fortitude and Will, +5 on Warcraft checks, and +10 ft speed. Costs 15 vitality.

LAVA ERUPTION[M]: Creatures in a 120-ft sphere out to 500 ft away from you suffer 1d6 fire damage per level, plus 2d4 wound damage, as fire and lava erupt from nearby unworked earth or stone. Reflex resists for ½ damage. Costs 10 vitality.

Modekar
The Emerald Ape



Modekar is king of the jungle, nature's fury, and patron protector of animals everywhere. As an awakened beast, he has great intellect while his mood varies from gentle and satiated to ferocious and predatory.

Deity Details

Modekar and his church have the following statistics.

Alignment: Chaotic neutral.

Domains: Animals, chaos, combat, nature, and wisdom.

Symbol: An emerald, a great green ape with a crown or on a throne, or any large majestic animal (stag, tiger, elephant, etc).

Realm: The Beastwilds. This verdant realm is home to sentient animals and their humanoid allies who live in harmony with nature's laws. The capital is Muhula, a timeless forest city of respite.

Weapon: Spiked gauntlet (hand-to-hand group).

Mission: Protect animals and their natural habitats.

Organization: Believers tend to listen to the advice of dire beasts (and other animals) awakened to sentience by Modekar's wisdom.

Rites: Gatherings occur outdoors or in caverns, often by natural springs, particularly at the change of seasons or at times when nature is under threat, such as from excessive building, farming or hunting. At rites, animals that might be natural foes gather peacefully. Once annually there may be terrible sacrifices of offenders against nature.

Service: 1) Protect animals from harm by people. 2) Protect the land, though people are granted simple living (ex. cabin with a garden). 3) Actively sabotage factories etc that encroach on nature. 4) In Modekar's name, annually sacrifice a person, preferably a volunteer.

Basic Boons

Followers may select the following basic abilities as boons.

Auspice: Boost Athletics, Handle Animal, and Nature checks by +3.

Calm Animals[M]: For 5 minutes, animals of 1 kind within 30 ft cease attack rolls and do not move unless herded by you. You affect a number of levels equal to 5 + your level. Any attack roll in the area ends the effect. Will resists. Costs 1 vitality.

Conjure Critter[M]: You conjure a critter (level 0 animal). It appears adjacent to you and remains for 1 hour. It can keep watch, courier notes, perform labor, scout or be entertaining. It makes attack rolls only to defend you, itself or another animal. Costs 1 vitality.

Defend Animal: As an immediate action, any attack against an adjacent animal targets you instead.

Heal Animal[M]: One adjacent animal heals 2d4 wound points. Costs 1 vitality.

Jump[M]: You leap outward, downward or upward up to 30 ft as a standard action without a running start, Athletics check or fear of harm on impact. Costs 1 vitality.

Keen Senses: Boost Insight and Perception checks by +5.

Resist Fire[M]: You or a touched ally enjoy +10 DR against fire for 1 hour. Costs 1 vitality.

Speak With Animals[M]: For 5 minutes, you can ask questions and receive answers from animals. They are not necessarily cooperative or knowledgeable. The animal performs a small favor on successful DC 15 Handle Animal check. Costs 1 vitality.

Intermediate Boons

Followers may select the following intermediate abilities as boons.

Brachiate[M]: For 5 minutes, you or a touched person can move through trees at your normal land speed by using your arms to swing to/from branches. Each move action requires a DC 15 Athletics check. You fall on a natural 1. The area must be at least lightly wooded, with trees less than 15 ft apart, and you must have 2 free hands and Light or no armor. Requires Strength 13+. Costs 2 vitality.

Emerald Circle[M]: You spend 1 minute invoking a stationary 10-ft-diameter circle that dances with claw mark-like greenish runes. Non-animals (except your deity's followers) cannot pass or break the circle's perimeter for as long as you concentrate as a standard action each round + an additional 1d4 rounds. Exiting the circle ends the effect. Costs 2 vitality.

Jungle Rapport: Apply a +3 bonus on Athletics, Handle Animal, Heal, Intimidate, Nature, and Survival checks.

Magic Fang[M]: For 5 minutes, a touched animal enjoys a +1 bonus on attacks and delivers +2 damage per attack, and its attacks count as magical. Costs 2 vitality.

Modekar's Prowess: For 5 minutes, you gain +2 DR from green fur and natural attacks including 2 claws or 2 hooves (1d6+8 each) plus either a bite or gore (2d6+8). Costs 2 vitality.

Protection From Arrows[M]: For 5 minutes, you enjoy DR 10 against ranged weapons. Costs 2 vitality.

Still Hazard[M]: For 5 minutes, you and all animals and allied persons within 15 ft enjoy protection from damage and condition effects (but not movement effects) of natural hazards up to your level (RPG page 238). Costs 2 vitality.

Terrifying Display[M]: You can roar or otherwise display prowess. Creatures within 30 ft and hearing or seeing range are frightened for 5 minutes if you beat their Will, or shaken if they resist. Costs 2 vitality.

Advanced

Followers may select the following advanced abilities as boons.

Awaken Animal[M]: After a 24-hr ritual, a touched friendly animal becomes a magical beast with humanlike sentience. It gets 2d6+3 Int, +2 Cha, and +2 levels worth of a nonmagical class or profession. It speaks 1 language you know +1 additional language you know per point of Int bonus (if any). It has free will and starts as friendly to you, though you gain no special empathy or control over it. You cannot use it as a permanent mount, follower, or such. The chance of success equals 70% + 1% per level – 2% per its level. Costs 5 vitality + 100 gp / level in special materials.

Direbeast Curse[M]: A targeted creature within 30 ft must resist using Will or transform into a dire beast (RMG, page 64) that starts as friendly to you. After 2 minutes, Will resists again to reverse the effect; otherwise it's permanent though the beast has free will. This is a curse. You may undo the magic at any time. Costs 5 vitality.

Emerald Park: This expands Emerald Circle to 100 ft in diameter provided you spend 10 minutes evoking it. Costs 5 vitality.

Jungle King: You enjoy a +10 bonus on Handle Animal and Intimidate checks.

Summon Animals[M]: You perform 1-minute ritual to summon 1 or more dire beasts or animals. Their total levels equal your own. They arrive friendly and obey your commands but will only fight creatures that visibly harm you, woodlands or other animals. They vanish after 1 hour. Costs 10 vitality.

Paragon

Followers may select the following paragon abilities as boons.

Mass Direbeast Curse[M]: As Direbeast Curse but you target up to 10 foes within 120 ft. Costs 3 vitality + 2 vitality per target.

Modekar's Apotheosis[M]: For 5 minutes, you acquire the appearance and all abilities of a dire beast (RMG, page 64) including its senses, speed, weapons (with raking special attack), +6 DR, +5 wound points, and all skill bonuses. You keep and can use your own abilities and gear as normal. You must be nonlawful to use this ability. Costs 25 vitality.

Shangri-La: This improves Emerald Park to protect a 5-square mile area while you concentrate + 1d4 hours thereafter. Also, the weather therein shifts 1 step to be clearer, milder, and calmer. Finally, non-animals that are outside the area suffer a -20 penalty on Perception checks to even notice the area. Costs 25 vitality.

Neria
The Wave



Neria is water made animate, a deep, powerful, and thoughtful ruler of waters. Some say it was once a powerful water elemental or deep-dwelling dragon.

Deity Details

Neria and its church have the following statistics.

Alignment: True neutral.

Domains: Cold, fish, punishment, travel, water.

Symbol: A fish or other aquatic animal, a mermaid, a pond, a woman emerging from or meditating on a fount, a blue dragon, an ice giant, an iceberg, a wave or a trident.

Realm: Neptaros. An endless ocean dotted with iceberg-like islands that shelter giants, dragons, and flopping and swimming creatures such as sahuagin. The underwater capital is home to Neria's avatar.

Weapon: Trident (spears group).

Mission: Learn to respect the eternal ocean, and therein learn to channel its great invisible power.

Organization: Neria's priests seek to emulate the deep and powerful sea, often cold and unkind but sometimes refreshing. Neria can be male or female and its priests hail from both sexes.

Rites: Meetings occur when great floods occur. Her priests know such patterns and thus foresee these times. They use pools, wells, and such to invite the faithful to join in however far they are.

Service: 1) Offer sacrifices into a pool every 2 weeks. 2) Protect swimming creatures and keep waters cold and clean. 3) Drown those who violate Neria's church and faith. 4) Take a journey across the ocean or dive to a great depth at least once in your life.

Basic Boons

Followers may select the following basic abilities as boons.

Auspice: Boost Athletics, Endurance, and Heal checks by +3.

Create Water[M]: You conjure up to 10 gallons per level of fresh water. One person requires 1 gallon of water to survive for a day. Costs 1 vitality.

Deep Diving[M]: You can descend to a depth of 10 ft per level without experiencing ill effects such as nausea or unconsciousness. Requires Swim Spell and Resist Cold.

Ice[M]: You coat a single object or 10-ft-square area within 30 ft with slippery ice for 5 minutes. Creatures that attempt to hold or use an icy object must resist using Reflex or drop the object. Creatures that attempt to pass through an icy area must resist using Reflex or fall prone. A creature that runs or uses Bull Rush or Charge suffers a -5 penalty on its save. Climbers on an incline (or wall) slide (or fall) if they fail to resist. Magical fire applied to the icy area or object instantly ends the effect. Costs 1 vitality.

Ice Bolt[M]: One target within 30 ft suffers 1d6 cold damage per 2 levels (max 5d6) plus ½ that amount on its next turn unless it expends a standard action to warm itself. Reflex negates. Costs 1 vitality.

Resist Cold[M]: You or a touched ally enjoy +10 DR against cold damage for 1 hour. Costs 1 vitality.

Swim Spell[M]: For 5 minutes, you gain a Swim speed of 30 ft. This also grants a +10 bonus on Athletics checks in water. Costs 1 vitality.

Intermediate Boons

Followers may select the following intermediate abilities as boons.

Flash Freeze[M]: You project a blue ray out to 90 ft that blossoms into a ball of freezing cold. The target suffers 1d8 cold damage + 1 point per level and is encased in ice if you beat its Reflex. An affected creature is encased for 2 minutes and cannot move. A successful DC 20 Athletics check by the target or its allies ends encasement. Affected objects cannot be picked up or moved until similarly freed. Magical fire applied to an affected target immediately ends the effect, with the encased creature or object taking no damage. Costs 2 vitality.

Freezing Rays[M]: You target up to 4 foes within 60 ft with aquamarine blue rays. Each foe suffers 1d6 cold damage per 2 levels (max 5d6), or ½ that amount when Reflex resists. Costs 2 vitality.

Frostball[M]: You project a blue ray out to 90 ft that blossoms into a 15-ft-radius ball of ice. Creatures in the area suffer 1d6 cold damage per level (max 10d6), or ½ damage when Reflex resists. Costs 2 vitality.

Ice Blade[M]: As a swift action, your melee weapon sheds magical flames that inflict 1d3 cold wound damage + the usual damage dealt until the start of your next turn. Costs 2 vitality.

Meld Into Water[M]: You vanish into an adjacent 5-ft-cube volume of water, snow or ice for 5 minutes. You can see but not hear and can take no actions except to end the effect as a standard action. You are undetectable from the outside. If the mass is attacked by mundane means, you are unaffected. If it is disturbed magically, you suffer ½ the damage dealt. Costs 2 vitality.

Propel Ship[M]: Apply a +5 bonus to Pilot checks. Also, you can animate an adjacent water-going vehicle (canoe, ship, etc) weighing up to 1 ton per level to move at a speed of 60 ft for as long as you concentrate as a standard action each round + an additional 1d4 rounds. Costs 2 vitality per hour.

Rip Tide[M]: You move 1 foe immersed in water within 30 ft up to 120 ft in any direction so long as the foe remains in or adjacent to water. Only foes with a Swim speed can resist using Fortitude to end the effect. Costs 1 vitality.

Water Breathing[M]: You can breathe in water as easily as in air for up to 4 hours + 1 hour per level over a 24 hour period. You can use the hours nonconsecutively and may expend hours to grant touched allies the ability to breathe water too. Costs 2 vitality.

Watery Grasp[M]: A foe within 30 ft who is within 15 ft of water is pulled into the water, or pulled only 5 ft if Fortitude resists. Costs 2 vitality.

Whispering Pool[M]: You send a 25-word message via pool, shoreline or such. You target an adjacent pool and designate a location up to 5 miles away. The message travels 2 minutes per mile. When it arrives, anyone within 30 ft of the nearest pool at the destination hears the message. Costs 2 vitality.

Advanced Boons

Followers may select the following advanced abilities as boons.

Cone of Cold[M]: You inflict 1d6 cold damage per level to all creatures in a 60-ft cone. Reflex resists for ½ damage. Costs 5 vitality.

Control Water[M]: You raise or lower the level of water within 500 ft of you. You can affect up to 1 10-ft-square area per level, raising or lowering it by 2 ft per level. The effect lasts while you concentrate + 2d6 rounds. Costs 5 vitality.

Hail Storm[M]: You target a point within 120 ft. Until the start of your next turn, a sudden mass of smashing hail inflicts 5d6 cold damage to all creatures within 15 ft of the point up to an elevation of 30 ft. Creatures in the area are also blinded and deafened for 5 minutes, or 1 round if Fortitude resists. When the storm ends, no trace of the ice remains. Costs 5 vitality.

Water to Ice[M]: Up to 1 5-ft cube per level of water within 60 ft changes to slush. Creatures in the area must resist using Fortitude to move 5 ft per turn or else they are stuck with a 0-ft speed and suffer a -5 penalty on d20 rolls. The slush hardens into ice after 1 minute, at which time creatures may suffocate. The ice melts naturally. Costs 10 vitality.

Paragon Boons

Followers may select the following paragon abilities as boons.

Liquid Form[M]: You become an insubstantial liquid for 5 minutes. In this form, you have a swim speed of 60 ft and gain DR 10, fast healing 5, and immunity to all ailments. You can pass through cracks and are immune to cold and fire energy attacks. You cannot use your gear in this form. Requires Swim Spell. Costs 10 vitality.

Whirlpool[M]: As Rip Tide, but up to 1 immersed foe per level within 120 ft, and targets suffer 4d6 damage. Costs 10 vitality.

Noctorian
Wounded Heart



Noctorian is everywhere in blood—a blood brother, life giver and taker, and the vampiric patron of eternal life. His gaze commands others' great devotion.

Deity Details

Noctorian and his church have the following statistics.

Alignment: Chaotic neutral.

Domains: Blood, charm, combat, romance, and undeath.

Symbol: A vampire's fangs, a red circle, a rapier, a hypnotist's charm, a thorny rose, and a blade with hearts.

Realm: Noctus. A land of eternal night where the sentient undead and their devotees enjoy the frivolous, joyous, wanton, and macabre for eternity on boisterous lamp-lit streets and moon-touched seas, and in licentious gardens and haunting forests. The capital city is Rosachula.

Weapon: Rapier (light blades group).

Mission: Grant eternal diversions for the living and the dead.

Organization: The most charismatic, with the most followers, both living and undead, and those with the most passion and creativity, tend to strongly influence others in both thinking and action.

Rites: Most events occur at night, often as colorful festivals that bring together the living and the dead in peace and passion. Other rites include transitioning the living to undeath, blood-letting duels, ostentatious parties, and night-long orgies.

Service: 1) Suffer a broken heart by pursuing impossible love. 2) Keep blood brothers as eternal allies. 3) Prolong your existence by whatever creative means. 4) Rely on charm, creativity, and wit as much as dexterous skill at arms to deal with life's challenges.

Basic Boons

Followers may select the following basic abilities as boons.

Auspice: Boost Diplomacy, Heal, and Music checks by +3.

Blood Tracker: Boost Survival checks by +5, or by +10 when tracking foes who are below full wounds.

Charm Person[M]: A targeted person within 15 ft is friendly to you for 5 minutes if you beat his Will. While charmed, he will not act in a way that brings harm to you, himself or his allies. Otherwise, he will follow you and respond aggressively to creatures that threaten you. He will take you to safety if you are incapacitated. You can dismiss the charm as a swift action. If you treat the person well, he may remain friendly after the charm wears off. This ability does not grant a shared language or alter a person's alignment. Costs 1 vitality.

Detect Life[M]: You learn whether living creatures with blood are present within a 30-ft cone. Costs 1 vitality.

False Life[M]: You or a touched living ally gains temporary wound points equal to 1d10 + your level. The points last for 5 minutes and then go away. Multiple uses do not stack. Costs 1 vitality.

Keen Senses: Boost Insight and Perception checks by +5.

Rapier's Edge: Boost attack rolls by +1 and damage by +1d6 while using a rapier or a light piercing melee weapon.

Romantic: Apply a +5 bonus on Diplomacy checks, or +10 in romantic situations.

Vampiric Bite: As a swift action you can show or hide a pair of sharp nasty fangs that deliver 1 wound damage +1d4 vitality damage against an adjacent foe that fails to resist using Fortitude.

Intermediate Boons

Followers may select the following intermediate abilities as boons.

Blood Brother: Select 1 specific person. After you each trade a drop of blood in a 1-minute ritual, you enjoy a +2 bonus on d20 rolls, damage rolls, and saves when you are adjacent to each other. If your blood brother dies, you can apply this award to a different specific person.

Blood Rose[M]: Up to 5/day, you conjure a rose. Any person or undead creature that consumes the rose within 1 hour regains 1d6 vitality. Requires Charisma 13+.

Charm Undead[M]: As Charm Person, but affects undead instead and lasts 1 hour. The target does not gain extra intelligence or special knowledge. Costs 2 vitality.

Keen Edge: Select 1 piercing or slashing manufactured weapon. When using it or its ammunition, double its threat range (20 becomes 19-20, 19-20 becomes 17-20, etc). This ability does not stack with Improved Critical.

Nightlorn Minion[M]: One touched person's corpse returns to life for 5 minutes as a dawn child, deviant, kindred, paramour, poet or undying warrior. He obeys your verbal commands. Afterward, he turns to dust. You are limited to 1 minion at a time. Costs 5 vitality.

Mind Thief[M]: If you beat the Will of an adjacent creature affected by Charm Person or Charm Undead, you learn a 10-word answer to 1 specific question of up to 10 words that you ask its unconscious mind. It is honest only if it knows the answer. Costs 2 vitality.

Spectral Bite[M]: As a swift action when using Vampiric Bite, apply a +2 on your attack roll and apply +5 necrotic vitality damage. Costs 2 vitality.

Unnatural Affections[M]: Once daily, you can target a person within 15 ft. If his Will fails, he is friendly to you for 4 hours + 1 hour per level. While charmed, he will not act in a way that brings harm to you, himself or his allies though he will engage in unusual behavior. The target follows you, responds eagerly to romantic moments, and protects you against immediate threats. You cannot dismiss the effect, and when the magic ends there is a 50% chance that the person is disillusioned and unfriendly to you. Costs 2 vitality.

Wounding Strike: As a swift action, your next weapon attack that round delivers 1d2 wound damage in addition to any other damage dealt. Requires Rapier's Edge. Costs 2 vitality.

Advanced Boons

Followers may select the following advanced abilities as boons.

Escape Artist: For 5 minutes, boost Acrobatics checks by +20 and ignore magic that slows your speed. Costs 5 vitality.

Lasting Youth: You no longer suffer the negative effects of aging although you still die of old age when your time is up.

Mass Charm Person: This improves Charm Person to target all persons within 60 ft. Costs 5 vitality.

Passionate[M]: An adjacent ally enjoys +5 Comeliness, +2 Will, and a +2 bonus on Charisma-based skill checks for 24 hours.

Undying[M]: Once daily, when you die, you may return to life 3 rounds later with 1d4 wound points and 5 vitality points. However, permanently reduce your maximum wound points by 1. When you reach 0 maximum wounds, you die permanently.

Vampiric Revivify[M]: One adjacent person touched within 2 minutes of death returns as a vampire of equal level, typically as a vampire spawn (you are its maker) if level 4+ or a full vampire if level 8+. Extra levels beyond those needed to become a vampire are retained as the person's original class levels. Costs 5 vitality + 3 wound points worth of your own blood.

Wounding Weapon: As a swift action, your next successful attack that round deals +1d6 wound damage. Costs 5 vitality.

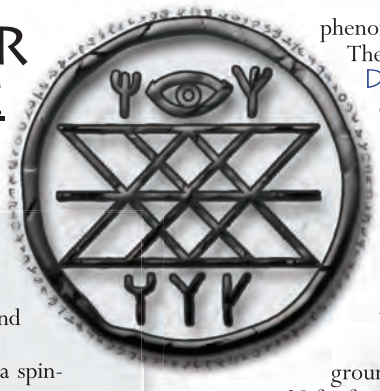
Paragon Boons

Followers may select the following paragon abilities as boons.

Vampiric Apotheosis[M]: You become vampiric. For 5 minutes, you gain +5 DR, darkvision and nethersight, fast healing 5, immunity to disease and poison, +30 ft speed, the ability to jump 30 ft as a move action, a bite attack that delivers 2d6 piercing damage (Reflex resists), and you deliver +15 necrotic damage with piercing weapons. Costs 25 vitality.

Wounded Heart[M]: With drops of your blood, you restore an adjacent person to life with 1 wound point and no ailments. Permanently reduce your maximum wound points by 1. Costs 10 vitality.

Nornir
The Fates Three



Nornir is a 3-faced goddess of destiny who looks over past, present, and future to see weal and woe for mortals and gods alike while using a silver spinning wheel.

Deity Details

Nornir and her church have the following statistics.

ALIGNMENT: True neutral.

DOMAINS: Fate, judgment, prophecy, protection, and vision.

SYMBOL: A 3-faced woman, 3 maidens, 3 swans, a spinning wheel, a well by a great tree, or a trio of animals.

REALM: Yggr. Wooded vistas and crystal caves follow along the River of Fate, which ultimately winds through all realms and has its source near 3 intertwining trees that comprise the Worlds Tree.

WEAPON: A silver longsword (heavy blades group).

MISSION: Assist people to fulfill their destiny.

ORGANIZATION: Various aromatic temples provide platforms for mystics, oracles, and prophets whose rank and power is decided by Nornir's insights. Most priests are female and called norn.

RITES: Followers gather at criminal trials and whenever a major choice or significant event occurs, such as birth, death, marriage, declaration of war, induction into a faction, and so forth. Otherwise, monthly sacrifices to Nornir seek her insight and protection.

SERVICE: 1) Consult Nornir's priests monthly. 2) Undertake 1 quest in your lifetime, per the Geas and Quest abilities below. 3) Provide sanctuary to the condemned or dying for 24 hours. 4) Rather than lie, try to couch such utterances as omens or riddles.

Basic Boons

Followers may select from the following basic abilities as boons.

AUSPICE: Boost Appraise, Insight, and Perception checks by +3.

BLINDING SCOLD[M]: One target within 15 ft is blinded for 3 rounds, or for 1 round if its Will resists. Costs 1 vitality.

CURE BLINDNESS[M]: You restore an adjacent creatures's sight, be it lost by mundane or magical means. Costs 1 vitality.

DESTINY DISSONANCE[M]: An adjacent sentient foe is dazed for 1 round as it glimpses its fate. Reflex resists.

FOREST SIGHT[M]: You gain low-light vision and enjoy a +5 bonus on Perception checks.

KNOW STATUS[M]: You are aware at all times of the general condition (wound points and vitality points) of up to 8 allies. You must touch an ally to establish a link and begin monitoring him. You can terminate a link as a swift action.

NORNIR'S SHADE: An adjacent person (without class levels) enjoys a +5 bonus on saves for 1 hour. Costs 1 vitality.

PRECOGNITIVE EDGE[M]: Over a 24 hour period, up to 5x, you may apply a +2 bonus on any d20 roll as an immediate action.

SANCTUARY[M]: As a move action, the next foe that directly targets you before your next turn must resist using Will or not do so and take a different action. Your attacking ends the effect. Costs 1 vitality.

Intermediate Boons

Followers may select the following intermediate abilities as boons.

AUGURY[M]: You gain insight regarding an immediate choice you face such as whether to open a chest or enter a room. You receive an answer of weal (good fortune), woe (bad fortune), or unclear (mixed fortune). The chance that you receive an answer equals 70% + 1% per level. The answer is based on the likely outcome within the next 10 minutes. Costs 2 vitality.

BLINDNESS[M]: This improves Blinding Scold to affect a foe out to 30 ft. Also, the effect last 24 hours, or 2 minutes if Will resists. Costs 2 vitality.

CLEAR SIGHT[M]: As a standard action, you ignore the effects of concealment granted by darkness, fog, fire, and other nonsolid phenomena as if the obscurement simply didn't exist. The benefit lasts 1 round.

DANGER SENSE: When you make an initiative check, roll 2x and take the higher of the 2 rolls.

DESTINY'S END[M]: A living foe within 30 ft is stunned for 1d4 rounds. Will resists. Costs 2 vitality.

DETECT ALIGNMENT[M]: You focus on 1 creature within 30 ft and learn its alignment if it fails to resist using Will. Otherwise, you learn only whether or not it is neutral. Costs 1 vitality.

FOG CLOUD[M]: A misty vapor rises from the ground in a 15-ft radius circle around a point within 30 ft of you. The vapor obscures all sight including darkvision beyond 5 ft. Creatures more than 5 ft from each other have concealment (50% miss chance). The fog is unnatural and resists normal wind, though Gust of Wind disperses it immediately. This ability does not work underwater. Costs 2 vitality.

GREATER SANCTUARY: This improves Sanctuary to affect the first 5 foes until your next turn. Costs 2 vitality.

PRECOGNITIVE ADVICE[M]: This improves Precognitive Edge to work for any adjacent ally up to 10x for 1 week. Costs 2 vitality.

SEE INVISIBILITY[M]: As a standard action, you clearly notice for 1 round any invisible or incorporeal creatures within 30 ft.

Advanced Boons

Followers may select from the following advanced abilities as boons.

GEAS[M]: You target 1 creature within 30 ft. If it fails to resist using Will and has levels less than ½ your own, it is compelled to carry out a service or refrain from some action or course of activity, as desired by you, for up to 1 day per level. You cannot compel a creature to kill itself or perform acts that would result in certain death, but you can geas it to complete any other instructions of 25 words or less. A clever target can subvert some instructions. Each day that an affected creature freely chooses to disobey the geas, it suffers a cumulative -2 penalty to all d20 rolls (max penalty -8). Obeying the geas again ends the penalty after 24 hours. You can cancel the effect at any time. Remove Curse also ends it. Costs 5 vitality.

MIND FOG[M]: This improves Fog Cloud such that creatures also suffer a -10 penalty on Will when inside the cloud and for 3 rounds thereafter, or a -2 penalty if Will resists when first encountering the cloud. Costs 5 vitality.

MINDSIGHT[M]: For 24 hours you perceive your environment normally regardless of perceptual impairment (such as blindness or deafness) or natural environmental effects (such as darkness or mist).

RESTORE THREAD[M]: You restore to life an adjacent creature that has died within the past 3 rounds. The creature returns with 1 wound point. Ailments at its time of death remain. Costs 5 vitality.

SEVER THREAD[M]: An adjacent living creature must resist using Will or be reduced to -1 wounds and begin to die. Even if it successfully resists, it suffers 3d6 necrotic damage. Costs 5 vitality.

TAP THE FATES[M]: Once daily, during a 1-hour ritual, you receive a response (yes/no/maybe/irrelevant) from the River of Fate, the Worlds Tree or Nornir herself regarding up to 3 questions phrased in 10 words or less. Costs 3 vitality per question.

Paragon Boons

Followers may select from the following paragon abilities as boons.

COMMUNE[M]: After 1 hour of prayer, you receive a response (yes/no/maybe/irrelevant) from Nornir regarding a number of questions up to your level. Questions must be 10 words or less. Costs 10 vitality.

FORESIGHT[M]: You cannot be surprised and you ignore Sneak Attack damage. Moreover, once daily you may completely ignore 1 attack against you as an immediate action as if you had foreseen the moment. This ability does not work while you are unconscious.

QUEST[M]: As Geas (above) except you can affect any creature and it does not receive a save to resist. Costs 10 vitality.

Pyros
The Furnace

Pyros is fire made animate, an ever-shifting ruler of all that burns. Some say it was a powerful fire elemental while others claim it was a bard of great patience and fortitude who became fire itself.



Deity Details

Pyros and its church have the following statistics.

Alignment: True neutral.

Domains: Battle, entertainment, fire, light, and punishment.

Symbol: A snake or other slithering animal, a firepit, a woman emerging from or meditating on a flame, a red dragon, a fire giant, a lit torch, or three interlocking stars.

Realm: Osak. An endless sea of lava dotted with rocky flaming isles that act as home to giants, dragons, and slithering creatures such as magmen. The capital is Yangin, where the creatures serve Pyros's avatar.

Weapon: Pepper box (firearms group).

Mission: Learn to respect the eternal flame, and therein learn to channel its great invisible power.

Organization: Pyros's priests seek to emulate the fickle and quick fire, often warm and helpful but sometimes blistering. Pyros is male or female and its priests hail from both sexes.

Rites: Meetings occur when great fires occur. Her priests know such patterns and thus foresee these times. They use the hearths and such to invite the faithful to join in however far they are.

Service: 1) Offer sacrifices into a fire every 2 weeks. 2) Protect slithering creatures and keep fires lit. 3) Burn those who violate Pyros's church and faith. 4) Take a journey into a volcano or walk across a fire at least once in your life.

Basic Boons

Followers may select the following basic abilities as boons.

Auspice: Boost Acrobatics, Trick, and Warcraft checks by +3.

Burning Hands[M]: All creatures within a 15-ft cone suffer 1d4 fire damage per level (max 5d4) or ½ damage when they resist using Reflex. Costs 1 vitality.

Continual Flame[M]: You cause an unattended adjacent object to permanently shed strong illumination in a 15-ft-radius area and weak illumination an additional 30 ft. Using this ability consumes 25 gp worth of materials.

Fiery Wake[M]: When you move, you briefly produce fire in each space you pass through. Creatures in the area during that round suffer 1d4 fire damage + 1 point per level. Costs 1 vitality per round.

Fire Bolt[M]: One target within 30 ft suffers 1d6 fire damage per 2 levels (max 5d6) plus ½ that amount on its next turn unless it expends a standard action to extinguish the flames. Reflex negates. Costs 1 vitality.

Fire Trap[M]: Your touch sets a password-protected trap on a container or door. Opening the container or door without speaking the password activates the trap and causes 1d4 fire damage per 2 levels (max 5d4) to adjacent creatures, or ½ damage if Reflex resists. You can stack traps and maintain a number of traps at once equal to your level. Exceeding this limit cancels your oldest trap. Costs 1 vitality.

Flame Gout[M]: One foe within 15 ft suffers 1d6 fire damage per 2 levels (max 5d6), or ½ damage if Reflex resists. Costs 1 vitality.

Flare[M]: You conjure a signal flare that you can either shoot upward 240 ft or at a foe within 60 ft. An aerial flare remains visible out to 10 miles for 1 minute. A combat flare causes 1d8 fire damage + 1 point per level and blindness for 1 round if you beat the target's Reflex. Costs 1 vitality.

Light[M]: You conjure light on an unattended object that you touch. The light produces strong illumination in a 15-ft radius burst and weak illumination outward an additional 30 ft. You can use and dismiss this ability at will but you can maintain only 1 light at a time.

Resist Fire[M]: You or a touched ally enjoy +10 DR against fire damage for 1 hour. Costs 1 vitality.

Intermediate Boons

Followers may select the following intermediate abilities as boons.

Fireball[M]: You project a red ray out to 90 ft that blossoms into a 15-ft-radius ball of fire. Creatures in the area suffer 1d6 fire damage per level (max 10d6), or ½ damage when Reflex resists. Costs 2 vitality.

Flame Arrows[M]: As a swift action you cause arrows or bolts to magically appear ready to fire in your bow. The arrows or bolts inflict +2 fire damage and count as magic weapons. This ability also negates the move action needed to load your bow. Costs 2 vitality.

Flame Blade[M]: As a swift action, your melee weapon sheds magical flames that inflict 1d3 fire wound damage + the usual damage dealt until the start of your next turn. Costs 2 vitality.

Pyrotechnics[M]: You boost a normal fire into either blinding fireworks or a thick cloud of choking smoke. If you choose fireworks, creatures within 120 ft of the fire are blinded for 5 minutes if you beat their Will or 1 round if you don't. If you choose choking smoke, creatures within 15 ft of the fire suffer a -2 penalty on all d20 rolls (no save) for 5 minutes as they cough.

Scorching Rays[M]: You target up to 4 foes within 60 ft with ruby red rays. Each foe suffers 1d6 fire damage per 2 levels (max 5d6), or ½ that amount when Reflex resists. Costs 2 vitality.

Whispering Hearth[M]: You send a 25-word message via fire pit, fireplace or such. You target an adjacent fire and designate a location up to 5 miles away. The message travels 2 minutes per mile. When it arrives, anyone within 30 ft of the nearest fire at the destination hears the message. Costs 2 vitality.

Advanced Boons

Followers may select the following advanced abilities as boons.

Blazing Blade[M]: This improves Flame Blade to inflict 1d4 fire wound damage. Costs 5 vitality.

Cone of Fire[M]: You inflict 1d6 fire damage per level to all creatures in a 60-ft cone. Reflex resists for ½ damage. Costs 5 vitality.

Fire Storm[M]: You target a point within 120 ft. Until the start of your next turn, a sudden mass of roiling flames inflicts 5d6 fire damage to all creatures within 15 ft of the point up to an elevation of 30 ft. Creatures in the area are also blinded and deafened for 5 minutes, or 1 round if Fortitude resists. When the storm ends, no trace of the flames remains. Costs 5 vitality.

Rings of Fire[M]: You project 1 ring of magical flames per 2 levels. Each ring hits a different foe of your choice within 90 ft for 5d6 fire damage. Reflex negates. Requires Flame Gout. Costs 5 vitality.

Spontaneous Combustion[M]: As an immediate action, 1 target within 60 ft that made an attack roll in the last 1 round suffers 3d4 fire wound damage, or 1d4 if Will resists. Costs 5 vitality.

Wall of Fire[M]: You conjure an opaque 20-ft-high sheet of flame for 5 minutes that is either a curtain up to 20 ft long per level or a ring with a radius up to 5 ft per 2 levels. Creatures within 10 ft of the flame suffer 1d6 fire damage. Those caught in the flame or who pass through it suffer 4d6 damage and catch fire, suffering 1d6 fire damage per round until they spend a standard action to extinguish it. Applying 10 points of cold damage to a 5-ft square of wall extinguishes that section. You can maintain 1 Wall of Fire at a time. Costs 5 vitality.

Paragon Boons

Followers may select the following paragon abilities as boons.

Mass Immolation[M]: This improves Spontaneous Combustion to target all qualifying foes within 30 ft. Costs 3 vitality per foe.

Meteor Swarm[M]: You call down 4 meteors. Each explodes on impact and inflicts 2d6 force damage, 2d6 sonic damage, and 2d6 fire damage on foes and objects in a 60-ft-radius burst. You can conjure each meteor up to 500 ft away from you. A creature caught in the area of multiple meteors suffers damage from each one. Costs 10 vitality.

Shirvna
of a Thousand Petals

Known for a myriad of personas and incarnations, Shirvna is the curious and sly rakasha god of reincarnation, the wheel by which all souls face life missions, reap just rewards, and learn compassion.



Deity Details

Shirvna and his church have the following statistics.

Alignment: Chaotic good.

Domains: Karma, knowledge, redemption, reincarnation, and truth.

Symbol: A multi-colored wheel, a purple lion, a many-armed person, a blue bard playing a lute, a white elephant, a meditating golden monkey, a crowned rakasha with rod and orb, and many more.

Realm: Swarga. A lush, pleasurable land where inhabitants freely enjoy the boons of good deeds they performed in life. The capital is Amaravati. Most of Shirvna's inhabitants reincarnate and view Swarga as a place of rest, reflection, and revelry.

Weapon: Chakram (small projectile group).

Mission: Assist people to learn from reincarnation cycles.

Organization: Shirvna's church is diverse, relying on monasteries, public temples, and gurus. Gurus are wise individuals who offer spiritual insights and specific suggestions for daily life. Every generation, a special guru is located as a babe and raised to act as an exceptional teacher. Otherwise, Shirvna's church rejects hierarchy.

Rites: Numerous festivals and ritual events blend sacred and public spaces. Over the centuries, special times of day and of the month, and numerous locations from rivers and mountains, have come to accommodate Shirvna's rites. While temples tend to attract the most attention, Shirvna rejects artificial boundaries.

Service: 1) Practice compassion every day. 2) Locate and fulfill your life mission. 3) Make amends for bad deeds and repay debts. 4) Reveal and expose deceit (lies and illusions) in all its forms.

Basic Boons

Followers may select the following basic abilities as boons.

Auspice: Boost History, Insight, and Music checks by +3.

Detect Illusion[M]: You learn whether an illusion or invisibility effect is present or absent within a 15-ft cone. A second scan of the same area reveals an exact location (within 5 ft). Costs 1 vitality.

Entropic Shield[M]: For 2 minutes, a magical field appears around you, glowing with a chaotic blast of multicolored hues. This field helps deflect incoming ranged attacks. Each ranged attack directed at you for which the attacker must make an attack roll has a 20% miss chance. Other attacks are not affected. You must be chaotic to use this ability. Costs 1 vitality.

Healing Petal: You conjure a lotus petal. It lasts 1 hour. A good creature that eats it heals 1d3 wound damage. Costs 1 vitality.

Rakasha Skills: Apply a +2 bonus on Acrobatics, Bluff, Disguise, Stealth, and Trick checks.

Read Past Life[M]: You learn about an adjacent person's most recent past life. You learn 1 detail per 2 levels. In order, details include race, sex, nationality, class/profession, deity, alignment, cause of death, burial place, first name, and full name. Will resists. You can only try reading a specific person once per level. Costs 1 vitality.

Romantic: You are adept at the art of intimate rapport. Apply a +5 bonus on Diplomacy checks, or +10 in romantic situations.

Intermediate Boons

Followers may select the following intermediate abilities as boons.

Analyze Past Life: This improves Read Past Life to grant you insight into the person's current life. You enjoy a +5 bonus on damage rolls and skill checks, and a +2 bonus on attack rolls involving the person. If the target's Will resists, you only enjoy a +2/+1 bonus, respectively. You can know about a number of persons at once equal to 3+ your level and can forget 1 at any time. Costs 2 vitality.

Detect Lies: Boost Insight checks by +5. Also, once daily for 5 minutes, you automatically note which statements uttered in your presence are untrue. You do not learn the truth, only what is false.

Detect Next Life[M]: After a 1-minute ritual by an adjacent person's corpse, you learn his new name and location in his new life. If he has been dead for some time, that life may have also ended; and if he has not yet been reborn, you learn his afterlife realm instead. Costs 2 vitality.

Entropic Ward[M]: This improves Entropic Shield such that, while the shield is active, as an immediate action, you may ignore 1 incoming attack or effect as if it didn't happen. Costs 2 vitality.

Holy Petal[M]: As a swift action your next ranged weapon attack that round is magical and inflicts +4d6 holy damage. Costs 2 vitality.

Mass Entropic Shield: This improves Entropic Shield to protect up to 5 allies within 30 ft. Costs 2 vitality.

Reveal Illusion: This improves Detect Illusion such that any illusions present likely glow plainly for all to see. The chance of success equals 70% + 1% per level. Costs 2 vitality.

Reveal Karma[M]: A sentient creature within 30 ft sees what awaits it in its afterlife or next life due to its alignment and behavior. While the revelation is accurate, it may change due to the target's future choices. An evil target is stunned for 1d3 rounds and suffers 2d6 pain damage while a neutral target is dazed for 1d3 rounds and suffers 1d6 pain damage. Will resists. Costs 2 vitality.

Shirvna's Grace: Your body and mind permanently improve such that you function more like your deity and enjoy a +3 bonus on Acrobatics, Endurance, Heal, Insight, Music, and Nobility checks.

Advanced Boons

Followers may select the following advanced abilities as boons.

Free the Spirit[M]: One adjacent creature is instantly released from any magic that beat its Will and still affects it. Costs 5 vitality.

Karmic Punishment[M]: One creature within 60 ft suffers pain damage due to past misdeeds. Evil targets suffer 1d8/level. Neutral targets suffer ½ that. Good targets suffer 1/level. Costs 5 vitality.

Karmic Retort[M]: You designate a foe as a swift action. For 5 minutes, whenever that foe strikes you, record the hit point damage dealt. The next time you strike that foe, deal damage as normal or the largest amount recorded, whichever is more. Costs 5 vitality.

Mass Reveal Karma: Improves Reveal Karma to target up to 5 targets within 30 ft. Costs 5 vitality.

Reincarnate[M]: After a 10-minute ritual costing 1,000 gp, you cause a touched corpse of a person that died in the past 7 days to crumble to dust. Simultaneously, the person returns to life in a fresh youthful body that emerges nearby from the earth. The person's new race is determined randomly. If the target has ever killed another person, there is a 1 in 4 chance he returns as that other race or sex. The person loses all statistics and abilities of his previous race for the new race and vaguely recalls narrative details of his former life. He keeps all his other statistics such as class, deity, level, and theme. Costs 10 vitality.

True Sight[M]: You see through all illusions, disguises, and concealments for 1 round. This reveals secret doors and invisibility. It also bypasses the Nondetection ability. Costs 5 vitality.

Paragon Boons

Followers may select the following paragon abilities as boons.

Mass Entropic Ward: This improves Entropic Ward to protect up to 5 allies within 30 ft. Costs 10 vitality.

True Reincarnate: This improves Reincarnate. You can affect a target that's been dead for up to 1 century/level, designate the target's new race and sex, target any creature type, and return it as another creature type. Costs 5,000 gp in special materials and 25 vitality.

Truth's Gaze[M]: As a move action, you instantly notice any and all illusions and may choose to ignore them.

Terron
The Mountain

Terron is dirt and stone made animate, a sturdy ruler of the earth. Some say it was a powerful earth elemental while others claim it was a monk of great patience and fortitude who became stone itself.



Deity Details

Terron and its church have the following statistics.

ALIGNMENT: True neutral.

DOMAINS: Burial, cavelands, earth, protection, and strength.

SYMBOL: A badger or other burrowing animal, a mountain, a person emerging from or meditating on a stone, a brown dragon, a stone giant, a cave, or three interlocking squares.

REALM: Magara. An endless stony land dotted with caves that are homes for giants, dragons, and all burrowing creatures such as xorns. The capital is Tashli, where the creatures serve Terron's avatar.

WEAPON: Greatclub (clubs group).

MISSION: Learn to respect the eternal earth, and therein learn to channel its great invisible power.

ORGANIZATION: Terron's priests seek to emulate the hard and protective earth, often stable but sometimes tremorous. Terron is male or female and its servants hail from both sexes.

RITES: Meetings occur when earthquakes occur. His priests know the earth's patterns and thus foresee these times. They use the earth itself to invite the faithful to participate however far they are.

SERVICE: 1) Offer sacrifices into the earth every 2 weeks. 2) Protect burrowing creatures and keep the earth pure. 3) Cripple those who violate Terron's church and faith. 4) Take an underdark journey or reach a deepest point in the earth at least once in your life.

Basic Boons

Followers may select the following basic abilities as boons.

AUSPICE: Boost Athletics, Craft, and Dungeoneering, checks by +3.

DRYING TOUCH^{M}: One touched wet object, mass or person weighing up to 250 pounds becomes dry. Items such as firearms that are harmed by immersion become usable again. Costs 1 vitality.

PACK MULE: Treat your Strength score as 4 points higher than normal when determining your carry capacity.

RESIST BLUDGEONING^{M}: You or a touched ally enjoy +10 DR against bludgeoning and force damage for 1 hour. Costs 1 vitality.

STOMP^{M}: Creatures up to size Medium within 15 ft and in contact with the ground must resist using Reflex or fall prone. Costs 1 vitality.

STONY FIST^{M}: One adject foe suffers 1d6 bludgeoning damage per level (max 5d6). Costs 1 vitality.

SUDDEN BURIAL^{M}: One creature within 30 ft that is touching soft ground (dirt, mud or snow but not stone or ice) is drawn into the earth and buried up to its neck for 5 minutes, or is slowed for 1 round if Reflex resists. A buried creature is physically restrained but can use magic or verbal abilities, and his allies can spend 1 minute to extract him. Apply -5 on your attack roll if the target is above 5th level. Costs 1 vitality.

Intermediate Boons

Followers may select the following intermediate abilities as boons.

DESICCATING TOUCH^{M}: One adjacent foe suffers 1d6 damage (max 10d6) per level due to water loss, or ½ damage if Fortitude resists. The effect bypasses DR. Costs 2 vitality.

FAR TREMOR^{M}: Up to 3x daily, you evoke a nonharmful but noticable tremor within a 2-mile area. The faithful know this as a call to prayer. Costs 2 vitality.

MASS BURIAL^{M}: This improves Sudden Burial, such that it affects up to 1 creature per level within 60 ft. Costs 2 vitality.

MELD INTO STONE^{M}: You vanish into an adjacent 5-ft-cube stone volume for up to 5 minutes. You can hear but not see and can take no actions except to end the effect as a standard action. You are undetectable from outside the stone. Costs 2 vitality.

STABILITY: Up to once per round, you ignore any nonmagical ability that attempts to move you or knock you prone such as Bull Rush or Trip.

STONE SHAPE^{M}: You mold adjacent stone into new shapes. You affect up to 10 cubic ft + 1 cubic ft per level. You can form rocks into a stone bridge, warp a pillar to make it fall, form a hole in a wall, or so forth. Costs 2 vitality.

STONY GRASP^{M}: One Large or smaller target standing on the ground is held fast by a stony hand for 5 minutes if you beat its Reflex. Its speed is 0 and it suffers a -5 penalty on Reflex and Dexterity-based skill checks. Each round on its turn it can resist again using Fortitude to escape. Costs 2 vitality.

TREMOR^{M}: This improves Stomp, such that you affect creatures up to Large size out to a distance of 30 ft, and creatures must resist using Fortitude or suffer 1d8 damage per 2 levels. Buildings in the area suffer the same damage and collapse if reduced to 0 hit points. Costs 2 vitality.

WALL OF STONE^{M}: You conjure a 1-ft-thick stone slab that is 5-ft x 20-ft or 10-ft x 10-ft. The slab appears within 30 ft of you in any spot where it can anchor (meld) into existing voluminous stone or dense earth on at least 1 side. The wall has DR 10 and 120 hit points per 5-square-ft area. It lasts 5 minutes. Costs 2 vitality.

Advanced Boons

Followers may select the following advanced abilities as boons.

BURROW^{M}: For 5 minutes, you gain a burrow speed of 30 ft. You can move through earth but not stone or metal. You leave a 2-ft diameter path. Costs 5 vitality.

CRUMBLING TOUCH^{M}: You transform into dust an adjacent 5-ft-cube volume of earth or stone. Costs 5 vitality.

GROUP STONE MELD^{M}: This improves Meld Into Stone to affect up to 5 allies within 30 ft. An ally can end the effect for itself without ending the effect for other allies. Costs 10 vitality.

MOVE EARTH^{M}: You raise or lower the level of earth (but not worked stone) within 500 ft of you. You can affect up to 1 10-ft-square area per level, raising or lowering it by 2 ft per level. The effect lasts while you concentrate + 2d6 rounds. Costs 5 vitality.

PETRIFYING GAZE^{M}: A target within 30 ft and line of sight must resist using Will or begin turning into stone. Each round on its turn, it has a 25% chance to end the effect. On the first failed try, it is limited to a single move or standard action. On the second failed try, it cannot act but it can still defend itself. On the third failed try it turns to stone. Three successful tries ends the magic. Dispel Magic halts the progress but only Remove Curse, Miracle or Wish reverses the final effect. You may reverse the effect at any time. Costs 5 vitality.

ROCK TO MUD^{M}: Up to 1 5-ft cube per level of stone within 60 ft changes to mud. Creatures in the area must resist using Fortitude to move 5 ft per turn or else they are stuck with a 0-ft speed and suffer a -5 penalty on d20 rolls. The mud hardens after 1 minute. Stone buildings suffer 1d6x100 damage. Costs 10 vitality.

STONESKIN^{M}: You enjoy DR 10 for 2 minutes or until the spell blocks 10 points of damage per level, whichever comes first. Requires Resist Bludgeoning or Harden. Costs 5 vitality.

Paragon Boons

Followers may select the following paragon abilities as boons.

EARTH GLIDE^{M}: You glide through stone, dirt, or almost any other sort of earthy material except metal as easily as a fish swims through water. You enjoy a burrow speed of 30 ft. Your burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. Requires you know Burrow. Costs 1 vitality per move action.

QUAKE^{M}: This improves Tremor, such that you affect creatures up to size Huge out to a distance of 120 ft, and targets are panicked if you beat their Will. Costs 10 vitality.

TREMORSENSE^{M}: As a swift action, you detect and pinpoint any creature or object within 60 ft that is in contact with the ground or a shared support such as webbing.

Xyzok
Grim Harvester



Xyzok is lord of accidents, disasters, hazards, and traps. He works subtly to harvest ripe souls, to either consume, raise up, or transform them. None may be too confident to avoid a fall.

Deity Details

Xyzok and his church have the following statistics.

ALIGNMENT: Neutral evil.

DOMAINS: Death, hazards, revenge, traps, and war.

SYMBOL: A vulture, a murder of crows, a spring or noose trap, a hex, or a humanoid in dark robes with an uncanny mask.

REALM: Mazer. A seemingly endless multi-dimensional maze of traps, chutes, loops, puzzles, paths, redoubts, and clues that can confound inhabitants for eternity. The capital is Knossos, a fortress of wealth.

WEAPON: Two throwing axes (axes group).

MISSION: To ensure all souls are reaped.

ORGANIZATION: This mostly secret church is run by the most devout and powerful of the Trap God's followers. Those who seek to gain power must survive various "accidents" and traps set by their superiors or the god himself.

RITES: Gatherings focus on gaining the god's blessings, recounting instructive accidents and hazards, defending key locales with traps, seeking out those who try to cheat death or deserve vengeance, and presiding over funerals. Followers pray for insight to avoid their own untimely death. Sentient undead are viewed as cheating death.

SERVICE: 1) Study and build traps. 2) Successfully deliver vengeance as an "accident". 3) Deliberately enter and survive a natural hazard. 4) Die by accident, but only after a long full life.

Basic Boons

Followers may select the following basic abilities as boons.

AUSPICE: Boost Mechanics, Perception, and Trick checks by +3

DEATH'S CHEATERS[M]: You learn whether an adjacent living person has ever died before. Will resists.

DETECT MUNDANE TRAP[M]: You learn whether a mundane trap is present or absent within a 15-ft cone. If you scan the same area again, you learn the trap's exact location (5 ft space) and level. The chance of success equals 70% + 1% per level. Costs 1 vitality.

FALSE STRIKE[M]: Once daily as a move action, 1 foe within 30 ft suffers a -10 penalty on its next attack roll that round.

FIRE TRAP[M]: Your touch sets a password-protected trap on a container or door. Opening the container or door without speaking the password activates the trap and causes 1d4 fire damage per 2 levels (max 5d4) to adjacent creatures, or ½ damage if Reflex resists. You can stack traps and maintain a number of traps at once equal to your level. Exceeding this limit cancels your oldest trap. Costs 1 vitality.

TRAPFINDING: Boost Perception checks by +5, or by +10 to notice traps.

TRAPMAKER: Boost Mechanics checks by +5, or by +10 to craft traps.

UNLUCKY MOMENT: As an immediate action, 1 target within 15 ft fails its next skill check that round or only suffers a -5 penalty if its Will resists. Costs 1 vitality.

WRAITH'S KISS[M]: As a move action, an adjacent helpless foe suffers 1d4 wound damage, or dies if you beat its Fortitude.

Intermediate Boons

Followers may select the following intermediate abilities as boons.

DETECT MAGICAL TRAP[M]: This improves Detect Mundane Trap to detect magical traps as well. Costs 2 vitality.

DISGUISE TRAP[M]: Up to 3/day, boost an adjacent trap's Perception and Mechanics DC by +10 for 1 hour. Costs 2 vitality.

HARVEST SOUL[M]: You target an adjacent creature that has died within the past 3 rounds. The creature cannot be restored using Revivify and its soul immediately proceeds to Xyzok's home realm even if the target has a different deity. As a reward, you heal 2d4 wound points. This is a curse. Miracle or Wish returns the soul to its own deity's realm. Costs 2 vitality.

IGNORE MUNDANE TRAP[M]: As an immediate action, you ignore all effects of 1 mundane sprung trap that would otherwise affect you, as if you had not triggered it. Others in the area are still affected. The chance of success equals 70% + 1% per level. Costs 2 vitality.

IMPENDING DOOM[M]: For 72 hours, a touched foe suffers an "accident" of 4d6 wound damage, or 2d6 if Will resists, whenever it rolls a natural 1 on a d20 roll. This is a curse effect. Costs 2 vitality.

INFUSE TRAP[M]: Select 1 basic magic ability from any class for which you qualify. After 3 rounds of work, an adjacent trap activates that ability, as if it casts it, the next time it is sprung. If the trap is mundane, it is magical for the duration and enjoys a +5 bonus on Mechanics and Perception DCs. Costs 2 vitality.

MINE FIELD[M]: You conjure a field of magical traps for 24 hours. You affect a number of 10-ft squares equal to your level for 5 minutes. A foe moving through the field has a 25% chance per space of activating a trap. If so, it must resist using Reflex or suffer 1d4 wound damage. A successful DC 28 Perception check reveals whether a single adjacent space is trapped. Costs 2 vitality.

QUICK TRAP: You can make single-use nonmagical traps such as deadfalls after 2 minutes of work. The trap activates when a creature steps into a designated 5-ft space. The trap has Perception and Mechanics DCs of 15. When triggered, the trap dazes the creature for 1 round (no save). Adjacent creatures must resist using Reflex or also be dazed for 1 round. The trap does not reset itself. The cost is free if it can be used only once, or 25 gp if it is built for reuse.

WRAITH'S SHROUD[M]: This improves Wraith's Kiss to target all helpless foes within 30 ft. Costs 2 vitality.

XYZOK'S EYE[M]: Select 1 adjacent trap. For 24 hours, you enjoy a psychic link to see and hear through it, when it activates, and whenever desired as if you are inside or adjacent to it (as you like). When actively observing, you are dazed and suffer a -20 penalty on Perception checks at your actual location. Costs 2 vitality.

Advanced Boons

Followers may select the following advanced abilities as boons.

GREATER INFUSE TRAP[M]: As Infuse Trap, but takes 2 minutes to setup, you select a qualifying intermediate magic ability instead, and apply +10 to the DCs. Costs 5 vitality.

GREATER QUICK TRAP: This improves Quick Trap, such that targets are dazed 1d4+1 rounds, stunned for 1 round or suffer 2d4 wound damage (your choice).

IGNORE MAGICAL TRAP: This improves Ignore Mundane Trap to apply to magical traps as well. Costs 5 vitality.

SUMMON DANGER[M]: After a 1-minute ritual, you conjure 1 or more traps (RMG, page 18) within 30 ft. Their total levels cannot exceed your level. Once conjured, the traps cannot be moved. If these traps target you, the chance of immunity is 70% + 1% per level. The traps remain for 1 hour and then vanish. Costs 10 vitality.

XYZOK'S HARVEST: This improves Harvest Soul to target all foes within 500 ft that died within the past 2 minutes. Costs 5 vitality.

Paragon Boons

Followers may select the following paragon abilities as boons.

CONJURE HAZARD[M]: As Summon Danger, but evokes a hazard (RPG, page 238) instead. The hazard's level cannot exceed your own. The hazard's size varies inversely with its level: 1 acre x your level / hazard level. For example, at character level 18, a level 3 dust storm covers 6 acres. Costs 15 vitality.

HORRID MIND FIELD: This improves Mine Field to inflict 1d10 wound damage, stun affected targets for 1 round, and permanently destroy 1 limb (roll 1d4 for bipeds).

Yaba

Soulcatcher Crone



Yaba is a twisted and terrifying witch goddess who steals, sells, and consumes souls, among other horrid proclivities, including curses and nightmares.

Deity Details

Yaba and her church have the following statistics.

ALIGNMENT: Neutral evil.

DOMAINS: Curses, evil, knowledge, souls, and travel.

SYMBOL: A crone, a magical hut, or a heartstone.

REALM: None. Yaba travels the multiverse in a magic hut that holds many levels, gardens, and such, an entire realm unto itself.

WEAPON: A besom, or harsh broom, which counts as a club (clubs groups).

MISSION: To locate and either devour or trade delicious souls.

ORGANIZATION: Informal based on power. Yaba's priests are mostly older women, and the craftiest and strongest among them influence or bully the rest. Believers serve the priests while striving to master secrets, gain heartstones, and rise in power.

RITES: Followers gather at midnight rituals to trade lore or heartstones. Some meetings include terrible feasts, deadly contests, or raids on settlements to cull the weak, tasty, and deserving.

SERVICE: 1) Consume 1 freshly made heartstone. 2) Travel at least 1,000 miles. 3) Sell your boons in the service of others' wicked plans, then punish them. 4) Exceed your natural lifespan.

Basic Boons

Followers may select the following basic abilities as boons.

AUSPICE: Boost Arcana, Craft, and Intimidate checks by +3.

BEGUILING GIFT[M]: An adjacent person immediately accepts an item in your hand offered to him and uses it in a manner that is customery for the item. Will resists. Costs 1 vitality.

CONSUME HEARTSTONE[M]: As a standard action, you or a person whose true name you know can drain a held heartstone (below) to heal 2d4 wounds or 4d6 vitality (max 1/day/recipient), cure 1 disease, end 1 curse, or de-age 1 year (as desired) for himself or an adjacent touched ally. Doing so destroys the heartstone.

CURSE[M]: A foe within 15 ft suffers a -2 penalty on d20 rolls, damage rolls, and saves. Or it suffers blindness, deafness, impotence, muteness or an illusory change of appearance (age, race or sex). The duration is 2 minutes. You cannot curse yourself or an ally. Remove Curse ends the effect. You can affect a particular creature once in a 24 hour period. Costs 1 vitality.

LEARN TRUE NAME[M]: As a move action, if you beat the Will of 1 creature within 15 ft and line of sight, you learn its true name (its magical signature). A creature that successfully resists this ability is immune to it for 24 hours. You can know a number of true names at once equal to 3 + your level. After a 1-minute ritual, you forget a true name of your choice. Requires Sage Lore.

SAGE LORE: You dabble in random lore. Apply a +2 bonus on Arcana, History, Nature, Nobility, and Religion checks.

SLEEP[M]: One person or animal within 15 ft falls asleep for 5 minutes, or is dazed for 1 round if Will resists. Apply -5 on your attack if the target is above 5th level. A sleeping creature's allies can use a standard action to wake him. Costs 1 vitality.

Intermediate Boons

Followers may select the following intermediate abilities as boons.

CLAIRAUDIENCE/CLAIRVOYANCE[M]: After 1 minute of preparation, you can see or hear (but not both) events in a 10 ft radius around a point up to 500 ft away. You do not need to have line of sight. The effect lasts 5 minutes. Costs 2 vitality.

ENCAGE[M]: A 5-ft-cube iron cage forms around a Small or Medium creature within 30 ft. Reflex resists. Each cage bar is 1 inch thick (DR 10, 30 hp). The cage weighs 500 pounds + the creature's own weight. Lasts 2 minutes when you spend 2 vitality, or 4 hours + 1 hour per level if you spend 5 vitality.

FEARLESS: You ignore fear effects. You cannot be shaken, frightened or panicked.

FORM HEARTSTONE[C]: After spending 1 minute, 5 vitality and 300 gp in special materials, an adjacent sleeping person must resist using Will or be permanently reduced to a Tiny construct bauble called a heartstone. The bauble is DR 5 with hit points equal to the person's original wound points. It retains the person's facial features and overall likeness. The person can see and hear but does not need to breathe, eat or sleep; does not age; and cannot move or take actions except to speak. An opposed Intimidate check may induce speech for 2 minutes. Each year a person remains in this form, he must resist using Will or go insane. Miracle or Wish reverses the effect, as does another use of this ability. A heartstone sells for 600 gp.

HORRID CHANGE[M]: An adjacent townie loses his profession and gains a new one: demonic host (RPG, page 262), deviant, monster, or witch doctor. Will resists. This is a curse. Costs 2 vitality to last 24 hours, or 5 vitality to be permanent.

MAGIC HUT[M]: You conjure within 30 ft on stable unoccupied ground a 15-ft-cube structure such as a cabin, hut or tent. Looks aside, it offers 6 walls (DR 8, 90 hp per 5-ft square), 4 windows (DR 4, 30 hp each) and 1 iron door (DR 10, 60 hp). It comes furnished and provides a pleasant 75° climate between -40° and 140° F. Furnishings vanish if removed. It holds up to 8 Medium creatures and lasts 4 hours + 1 hour per level. Creatures caught inside when the magic ends are dumped on the ground. You can maintain 1 magic hut at a time. Costs 5 vitality.

SCRY TOWNIE[M]: As Scry Person (below) but only targets a person of level 2 or lower for 2 minutes. Costs 2 vitality.

SLUMBER[M]: This improves the Sleep ability, such that it affects up to 1 living creature per level within 30 ft. Costs 2 vitality.

TONGUES[M]: You can understand, fluently speak, and write a single language for 10 minutes. Costs 2 vitality.

Advanced Boons

Followers may select the following advanced abilities as boons.

FIENDISH CURSE[M]: A person within 30 ft permanently transforms into a fiend of equal level. It recalls its life and uses the fiend's statistics. You have no special influence over it. Will resists. Only you, or a Miracle or Wish can end this curse. Costs 10 vitality.

LASTING CURSE: This improves Curse, such that the effect is permanent if you beat the target's Will or until ended by you, your death or Remove Curse. Costs 5 vitality.

MASS CURSE: This improves Curse to target all foes within 30 ft. Costs 5 vitality.

MOBILE HUT[M]: This improves Magic Hut so that the hut may show or hide legs as a standard action. The legs lift the hut 30 ft into the air and grant it a 30 ft speed. You must be within 30 ft of the hut to issue it commands, spoken in Genie. Costs 10 vitality.

RAVENOUS NIGHTMARES[M]: You curse an adjacent foe. Each night when it sleeps, it must resist using Will or suffer nightmares, be exhausted the next day, and suffer 1d4 wound damage due to oddly realistic nightmares. Remove Curse ends the effect. Costs 5 vitality.

Paragon Boons

Followers may select the following paragon abilities as boons.

SCRY PERSON[M]: You remotely view a person using a mirror, crystal ball, or cauldron worth at least 500 gp. Select a specific destination and attempt an Arcana or Insight check. The DC equals 5 for a familiar person, 10 for a person you've met before, 20 for a described person, and 30 for a person known in name only. Boost your roll by +5 if you know the person's true name. If you succeed, you can see and hear the person as if you were actually adjacent to him. Costs 5 vitality to activate + 1 vitality per minute of viewing.

Yeurgit
Purist Bliss



Yeurgit is a patron to mortals who seek to ascend to higher realms of insight and joy by shedding their appetites. He is the "light-half" brother of Xyzok.

Deity Details

Yeurgit and his church have the following statistics.

ALIGNMENT: Neutral good.

DOMAINS: Astral, dreams, good, healing, and travel.

SYMBOL: A set of 7 chakras or a meditating person.

REALM: Hiranyaloka. Also called the Illuminated World, it is a pleasant uplifting home of gardens, temples, pools, libraries, workshops, and gymnasiums for those who attain higher enlightenment and wish to remain in contact with the living to aid their journeys.

WEAPON: Bo staff (pole arms group).

MISSION: Help mortals attain higher levels of enlightenment.

ORGANIZATION: Loosely hierarchical with many small, diverse groups lead by enlightened teachers.

RITES: Gatherings focus on learning techniques for attaining greater awareness and peace. Believers review the teachings of deceased elders. In areas at war or when faced with deceit and corruption, followers fan out in groups in order to aid and inform others.

SERVICE: 1) Do meditative prayer. 2) Put knowledge of peace and growth into daily practice, such as aiding the poor. 3) Locate and call out deceit. 4) Prepare a "conscious death" to enter Yeurgit's realm.

Basic Boons

Followers may select the following basic abilities as boons.

AUSPICE: Boost Diplomacy, Heal, and Religion checks by +3.

ASTRAL EYE[M]: When you touch a person who is using Astral Projection or Astral Spell, you form a telepathic bond, such that you both can speak with each other and see through each other's eyes. Lasts 5 minutes. You can have 1 bond at a time. Costs 1 vitality.

CALISTHENICS: Once daily after a 5-minute routine, you gain 1d4+1 vitality. This may exceed your normal maximum vitality.

CONSCIOUS DEATH: No attack or effect can halt, delay or otherwise alter your proceeding to your deity's home realm at death.

DAILY ENLIGHTENMENT: Once daily, apply a +10 bonus to a single d20 roll. Requires Wisdom 13+.

HEALER: An adjacent living creature heals 1d4 wound points. Costs 1 vitality.

REPLETION[M]: By expending 1 vitality point, you do not need to eat or drink for 24 hours.

RESIST ENERGY[M]: For 5 minutes, you or a touched ally enjoy +10 DR against 1 energy type, or +2 DR versus all energy types. Costs 1 vitality.

TAINT IMMUNITY: You are immune to the Taint ability.

Intermediate Boons

Followers may select the following intermediate abilities as boons.

ASTRAL TRAVELER[M]: Once daily, you may touch a person who is using Astral Projection or Astral Spell to gain use of Astral Projection. You can and must immediately use the ability or you lose it.

ASTRAL WINDOW: This improves Astral Eye to also conjure an 10-ft-square real-time display within 30 ft to project what you see and hear through the link. Costs 2 vitality.

AVENGER'S AID[M]: You summon a level 5 holy avenger (RMG, page 43) within 30 ft to complete tasks for 2 minutes. Costs 5 vitality.

BODY PURIFICATION[M]: You remove 1 ailment from yourself or a touched ally. Ailments include confusion, disease, exhaustion, fatigue, insanity, nausea, and poison. This ability does not remove taint or curses such as lycanthropy. Costs 2 vitality.

LASTING ASTRAL EYE: This improves Astral Eye to last 24 hours as you go about your day. Costs 2 vitality.

LEVITATE[M]: When you concentrate as a standard action, you mentally move 1 target weighing up to 250 pounds a distance of 30 ft up or down. You can move yourself, a willing creature, or an unattended object out to a distance of 60 ft. Costs 2 vitality.

MINDFUL SECRETS: Apply a +3 bonus on Acrobatics, Athletics, Endurance, Insight, Perception, and Religion checks.

MYSTIC FLOW: Up to 3x daily, after 1 minute of preparation, you enter a trance during which you may use any 1 basic magic ability you know but with 0 vitality cost. Lasts as long as you concentrate as a move action each round + an additional 1d4 rounds. Each hour requires you pass a DC 15 Endurance check to continue (max. 4 hours + 1 hour per level). Making an attack roll ends the effect. Requires you know Repletion. Costs 2 vitality.

RESIST DEFILEMENT: You enjoy a permanent +5 bonus on saves to resist disease, poison, and taint attacks and effects.

Advanced Boons

Followers may select the following advanced abilities as boons.

ASTRAL PROJECTION[M]: As Astral Spell (below) but only you can travel. Costs 5 vitality.

BILOCATION[M]: For 5 minutes, you become invisible, and at the same time an illusory double of you appears. While invisible, you enjoy a +10 bonus on Stealth checks, avoid line of sight, and move as you please while your double either follows a predefined path or behaves as you direct it, which requires concentration. You can make the double appear superimposed perfectly over yourself so that observers do not notice you activating the ability. The double moves at your speed and can talk and gesture as if it were real, but it cannot attack, cast spells, try skill checks, or activate abilities, though it can pretend to do so. It includes full sound (including speech) plus smell and thermal—but not tactile—effects. A viewer must beat a Perception DC of 25, or 30 if you move the image, in order to confirm it's an illusion. The double vanishes if struck unless you make it respond appropriately. Otherwise, it lasts for as long as you concentrate +1d4 rounds, after which time it winks out and you appear. See the spells Invisibility and Major Image for details. Costs 5 vitality.

CONTACT ILLUMINATED WORLD[M]: Once daily, during a 1-hour ritual, you receive a response (yes/no/maybe/irrelevant) from an otherworldly being of a good-aligned realm regarding up to 3 questions phrased in 10 words or less. Costs 3 vitality per question.

DREAM TRAVEL[M]: You fall asleep for 6 hours and awaken in a locale up to 100 miles away per level that you have previously visited. Whatever blocks astral travel blocks this ability. Costs 5 vitality.

SUMMON HOLY AVENGER: This improves Avenger's Aid to summon either a level 10 valkyrie holy avenger for 2 minutes or a standard holy avenger for 1 hour. Costs 10 vitality.

Paragon Boons

Followers may select the following paragon abilities as boons.

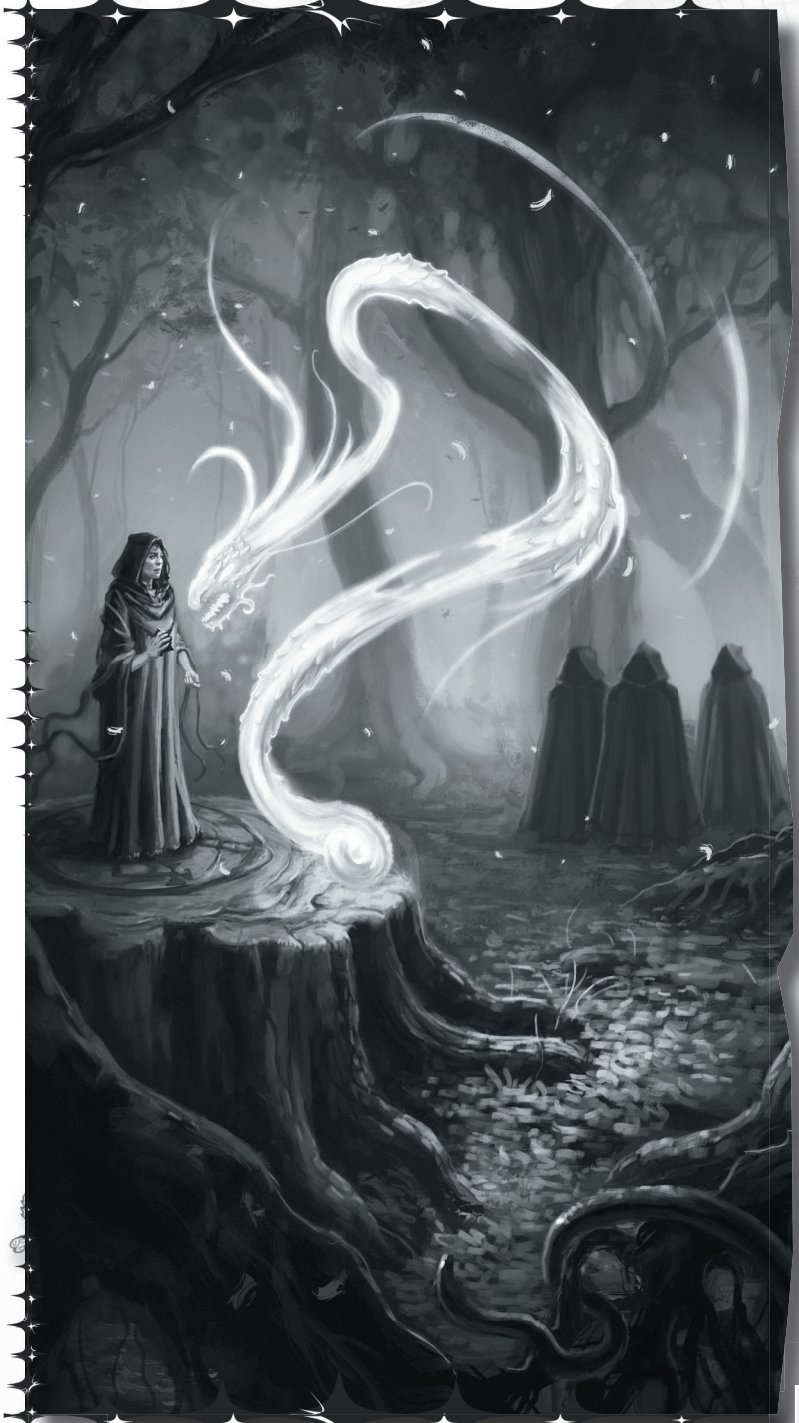
ASTRAL SPELL[M]: When you expend 15 vitality, you and up to 5 adjacent allies fall asleep for 6 hours. While asleep, your souls (but not your bodies) travel to a realm of existence of your choice. In that realm, you have 6 days, 1 day for each hour of real time.

You must have a specific destination in mind, and you must succeed on an Arcana check to arrive there. The DC equals 5 for a familiar location, 10 for a visited location, 20 for a described location, and 30 for a location known in name only. A failed check means you arrive 1d6 miles away from your desired destination, possibly in a dangerous locale.

You appear in the new realm with functional duplicates of your bodies and gear, though you ignore the ambient conditions of the realm as if you were native to it. If you die in the new realm or your real body suffers wound damage, your soul immediately returns and you awaken in 1 round. Gear expended or gained while traveling this way does not alter your real gear. However, you gain XP normally and actions you take in the visited realm affect its inhabitants.

TRUE BILOCATION: This improves Bilocation to give your duplicate full use of skill checks, mundane attacks and abilities, plus your mental attributes to think, feel and make choices as if you and it were synonymous. Also, if you choose, your body is moved safely to the Astral Realm for the duration. Costs 25 vitality.

Chapter 8
Alt Magic



"Occultist Azalea binds to herself the spirit of The Cry of the Lost Wyrm, gaining its mighty powers. This dangerous magic is forbidden in many lands."

There are as many ways to conduct supernatural energy as there are motes of imagination. Beyond the standard use of magic abilities, you may wish to incorporate some of the methods introduced here. For all the excitment around electrotech, cybernetics, and the Void, magic offers much to explore. You will find:

» Spell kits: These work exactly like the standard kits introduced in Chapter 2 except these grant magic abilities and require the character already have at least 1 magic ability.

» Spell materials: Casters may buy or prepare special materials to pay the vitality cost of their spells. A character who really wants to make the most of materials can take the totemist theme or sympathetic caster kit.

» Occult spirits: A character of the occultist theme may parley with strange entities to gain their power, usually for brief spurts.

Spell Kits

Spellcasting characters can take 1 or more of the magically-inclined kits below during their down times between adventures. The character might be self-taught, attend a school, or study under a master practitioner, as suggested by the setting or kit's text.

Anagakok Hermit (Wis)

You live as a hermit in the wilds and learn primitive magic.

Good Fortune[C]: Up to 5x daily, you chant as a standard action and 1 person or animal within 15 ft gains a +1 bonus on defenses or on attack rolls (pick 1) for 1 hour. Multiple uses of the same benefit do not stack. Requires Wild Wise.

Nature's Secrets: Select up to 3 basic magic abilities for which you qualify drawn from the druid, elementalist or witch class. You know these abilities. Requires Wild Wise.

Wild Wise: Your closeness to nature grants insight. Boost Arcana, Endurance, Heal, Nature, and Survival checks by +2.

Blood Mage (Con)

You learn from vampires how to tap the power of blood.

Absorb Bloodline[M]: Once daily, you may briefly learn a magic ability from a willing or helpless creature. You taste or touch a fresh drop of its blood, it suffers 1 wound damage, and 10 minutes later you learn for 24 hours 1 magic ability that it knows. You must qualify for the ability, you are limited to your highest tier, and you cannot learn paragon abilities. If you cannot name which magic ability, you learn 1 at random. Once you learn a magic ability, you cannot learn the same ability from that same creature.

Blood Strength: You permanently gain +3 wound points.

Blood Surge: You may expend up to 9 wound points daily to pay the vitality cost of magic abilities. You are fatigued after using 3 points and exhausted after using 6 points.

Hemophilia: You bleed easily. Any Heal check applied to your person has a DC that's +5 points higher than usual.

Option: Mana Points

With the GM's permission, you can permanently move some of a character's vitality points into a separate pool of "mana" points. You may move as few as 1 point per level to as many as 4 points per level. These points may only be used to power magic abilities and cannot be used for other purposes. Attacks and others' abilities cannot modify these "mana" points unless explicitly stated otherwise. This option is useful for spell-intensive classes such as illusionist, voidmage, and wizard.

Taste of Blood[M]: After 1 minute tasting a single drop of a creature's blood, you learn what magic abilities it has, if any. The chance of success equals 70% + 1% per level.

Fey Shiftling (Cha)

Your sojourn with fey friends and lovers imparts their secrets.

Ever-Shifting Dweomer: Each day, you can select and use for 24 hours 4 basic magic abilities, or 2 basic and 1 intermediate, or 2 intermediate or 1 advanced magic ability of your choice for which you quality, in addition to your normal abilities. You must select from classes such as bard, gallant or witch that have Charisma as the prime attribute. Requires Raucous Magic and Charisma 15+.

Fey Visage: Your features glow preternaturally like a youth in the heat of love, permanently granting you +2 Comeliness.

Raucous Magic: Your use of magic abilities is dramatic. You must expend a swift action to produce a small visual or auditory flourish just before using any and all magic abilities; or you must expend a move action to quietly tame yourself instead.

Shiftling Demeanor: Boost Diplomacy, Nature, Music, Stealth, and Trick checks by +2.

Genie Sycophant (Cha)

A genie patron teaches you how to make wishes come true.

Genie Skills: You enjoy a +2 bonus on Appraise, Arcana, Diplomacy, Nobility, and Trick checks.

Genie Spell: You learn 1 basic magic ability of your choice for which you qualify drawn from the bard, elementalist, illusionist, magus or summoner class.

Genie Tribute[M]: Once monthly, you must conduct a 10-minute ritual to sacrifice 50 gp or more worth of coins, gems or jewels. The tribute vanishes at the ritual's end and appears in the treasury of your genie sponsor. If you fail to do so, you lose access to Genie Spell. You can regain access by getting up to date with payments. You cannot pay in advance.

Minor Wish[M]: This works like Grant Wish (page 59) except you are limited to aiding 1 ally, inflicting 1d6 damage per level, or duplicating any 2 basic or 1 intermediate class ability or deity boon. Also, success only causes fatigue rather than exhaustion.

Mana Cabalist (Wis)

Within a circle of magic uers, you learn to horde and share vitality.

Greater Mana Pool: Provided you've slept normally, you start each day with 15 mana points (page 156). If you did not get a full night's sleep, you gain 2 mana points for each 1 hour of sleep.

Mana Lore: Boost Arcana, Endurance, and Heal checks by +3.

Share Mana[M]: As a move action, you share up to 3 mana points with an adjacent touched ally. Recipients that normally lack mana points are limited to gaining 1 point per level per day. Others are limited to gaining 3 points per level per day.

Silent Magician (Dex)

You learn to pull forth amazing magic by tracing strange sigils.

Power Boost: Once daily as a swift action, you deftly trace a mysterious sigil in the air using arcane gestures and boost your level by 5 for the purpose of adjudicating the effects of the next magic ability you use that round. Requires Dexterity 13+. Costs 2 vitality.

Singular Focus: You cannot multiclass before or after taking this kit unless you add the sage or rogue class. Also, you cannot be a bard.

Syllabic Power: You can spend 1 minute silently tracing a sigil to access a class magic ability that you don't normally know. Over the course of 24 hours, you can use this ability to briefly know either 4 basic, 2 basic and 1 intermediate, 2 intermediate, or 1 advanced class magic ability. Requires Dexterity 15+.

Spell Researcher (Int)

You dedicate yourself to intense academic study of magical arts.

Arcane Sage: Boost Arcana, History, and Literacy checks by +3.

Bonus Spells: You learn any 2 basic magic abilities or 1 intermediate magic ability of your choice, all drawn from the same class, which may be any class for which you qualify.

Spell Thesis: Select 1 specific basic or intermediate magic ability you know. Up to 5x daily, up to 1 per round when you use the spell, you may improve it 1 of 10 ways: 1) treat your level as 2 levels higher, 2) apply a +2 bonus on your attack roll, 3) improve its casting time from a standard action to a move action, 4) double its duration (max 24 hours), 5) double its range, 6) double its area of effect, 7) activate it without an implement, 8) activate it with 0 vitality cost, 9) exclude a single 5-ft cube from the area of effect, or 10) activate it as an immediate action to negate use of the same spell by someone within 30 ft. The chance your improvement succeeds in combat equals 70% + 1% per level. The improvement costs +2 vitality.

Sympathetic Caster (Dex)

You learn to use spell components to ease or enhance your magic.

Free Components: You gain 500 gp worth of free spell components plus a special multi-pocketed, waterproof masterwork satchel worth 350 gp and a spell component preparation kit worth 150 gp. The satchel safely and smartly holds up to 5 slots worth of components in a way that makes them easily accessible with a swift action. The kit also grants a +2 bonus on Arcana, Heal, and Nature checks when working with spell components.

Infuse Spell Component[C]: You infuse adjacent materials with magical energy to transform them into spell components ready to use by anyone. You may transfer up to 5 vitality points from yourself into the materials. Each point requires 1 minute of work. In addition to the infusion, the materials must be viable and are typically drawn from the list of components. You can maintain a number of components at once equal to 3 + your level.

Spell Component Lore: Boost Arcana, Heal, and Nature checks by +3. You are adept at harvesting components from nature and corpses to use for spells.

Sympathetic Magic: You can enhance your spells using material components. Rather than pay a magic ability's vitality cost using a component, you may double a single static numeric effect (such as range or duration) or you may improve a single variable effect by +1 per die rolled. For example, using bat guano (in the Dragonic Power domain), a wizard might double a Fireball's range to 180 ft, double its area of effect to a 30-ft-radius ball, or improve its damage to 1d6+1 fire damage per level (max 10d6+10). Requires Spell Component Lore and Intelligence 13+.

Vile Diabolist (Con)

You study under a devil or from a profane book of dark magic.

Diabolic Power: Each midnight you may select 1 advanced ability, 2 intermediate, or 4 basic abilities for which you qualify drawn from blackguard, necromancer or warlock class. You know the selection for 24 hours. Requires you know Profane Vicissitude.

Fiendish Magic: Boost Arcana, Bluff, Intimidate, Literacy, and Trick checks by +2.

Profane Vicissitude[M]: An evil spirit protects you, such that you are never dazed when first taking wound damage and you recover 1 vitality point the first time each day you suffer wounds.

Vile Tribute[M]: Once monthly you must conduct a 10-minute ritual and sacrifice a healthy animal, or if so inclined, a person. The ritual evokes frightening pyrotechnics. If you fail to do so, you lose access to Profane Vicissitude until you get up to date with sacrifices. You cannot make sacrifices in advance. Sacrificing a person is always an evil act.

Wondrous Crafter (Int)

You work in a lab or shop learning how to craft magic items.

Arcane Crafter: Apply a +3 bonus on Arcana and Craft checks. You can read magic scrolls. Also, you speak Mechan.

Crafter of Many Talents: You learn 1 or more craft abilities; that is, abilities marked with a [C] symbol. You may learn 4 basic, 2 basic and 1 intermediate, 2 intermediate or 1 advanced tier craft ability for which you qualify. Typical selections are Brew Potion, Craft Magic Item, and Scribe Scroll. See RPG, page 42 for complete descriptions of these craft abilities.

Spell Materials

You can use special materials to power magic abilities. Each item grants 1 to 5 vitality points, substituting for a spell's usual vitality cost. A GM may mandate the use of materials in some settings or situations.

Materials are drawn from 1 of 12 domains, from Arcs of Heaven to Strange Days, as shown below. Each domain links to a specific creature type plus classes and deities; and under each domain, you will find a list of 10 typical materials. Other options are available at a GM's discretion. Typically, materials rely on sympathetic magic. For example, bear's fur enhances a druid's spells while a ghoul's finger boosts a necromancer's spells.

Most spellcasting classes link to a specific domain such as Cog Wheels for artificers or Draconic Power for sorcerers. There are 4 exceptions. The inquisitor, invoker, priest, and scion go with the domain linked to their deity rather than the class.

Materials are priced similarly to scrolls. They start as raw mundane materials. Then a character distills their potential and readies them as magic items using the Infuse Spell Component ability (page 157).

The table at far right shows the craft cost, vitality (expended at creation time and provided by the material at casting time), the level of creature needed when preparing materials from creature parts, and Arcana checks to identify appropriate components. The craft time is 1 minute per vitality point and the market price equals 2x the craft cost.

Arcs of Heaven

Class: Cleric, lightbringer or paladin
Deity: Absolom, Esmariah, Minerva or Solari

_____ A soul returned from heaven
_____ Bit of blessed bone from a cleric, lightbringer or paladin
_____ Chip of consecrated alter stone
_____ Cloth soaked in a virgin's prayers
_____ Dust from the burial shroud of a martyr or saint
_____ Feather from an angel's wing
_____ Pure white chrysanthemum, lily, magnolia or zinnia flower
_____ Silver dust
_____ Three drops of asimar's blood or angel's tears
_____ Vial of holy water

Court of Wonders

Class: Elementalist, magus or summoner
Deity: Aeolis, Neria, Pyros or Terron

_____ A wish caught in amber
_____ Bottle of essence of an elemental (xorn, etc)
_____ Chalk, ink or paint infused with blood
_____ Dust of a diamond, emerald, ruby or sapphire
_____ Genie's hair, nails, teeth or tongue
_____ Gold chime or bell, or a miniature gilded cage
_____ Ogre magi's ear, finger or toe
_____ Slices of fine wine, rare fruit or vintage cheese
_____ Tiny gold brazier or oil lamp
_____ Vial of sea foam, melted snow, quicksand, or smoke

Cog Wheels

Class: Artificer, dragoon, savant, technomancer or voidmage
Deity: Cosmina, Ezri, Mithrais or Xyzok

_____ Branch from an ironwood tree or clump of ironwood seeds
_____ Chunk of comet or meteorite
_____ Finger or other bit from a moppet, vodron or warmech
_____ Little bag of random electrotech components
_____ Miniature of an electrotech machine or mechanical trap
_____ Puzzle box or box of puzzle pieces
_____ Tiny gold hammer, screwdriver or wrench
_____ Vacuum sealed canister
_____ Vial of glue, lubricating oil, liquid metal, solvent or varnish
_____ Whole remains of a cricket, ladybug or crab

Draconic Power

Class: Marshal, samurai or sorcerer
Deity: Dazo, Greenwyrm, Palendine or Tiamat

_____ Begonia, monkshood, nasturtium or oleander flower
_____ Broken or melted sword hilt
_____ Coin or gem from a dragon's hoard
_____ Dragon's egg, or a nibble from a cooked dragon egg
_____ Essence of dragon's breath
_____ Eye, tail or tongue of a serpent or shock lizard
_____ Hair, nails or teeth from a grippli, kobold or lizardfolk
_____ Scale, tooth or patch of wing from a dragon or drake
_____ Vial of drake or dragon's blood or tears
_____ Voice of a faerie dragon

Compass & Threads

Class: Chronomancer, pathfinder or sage
Deity: Kronos, Labat, Nornir or Voktra

_____ Branch of a treant, fir tree, or long thread of spider silk
_____ Compass, tiny clock, miniature sundial or hourglass
_____ Flower picked from the future
_____ Iron filings or a load stone
_____ Pair of broken, cracked or rusty reading glasses
_____ Randomly drawn card from a deck of gold-leaf tarot cards
_____ Rare trinket from a distant era or land
_____ Ruined scroll or piece of burned book
_____ The finest stone from a set of fine rune stones
_____ Vial of squid ink

Grave Claws

Class: Dhampir, necromancer or shadowcaster
Deity: Anubis, Nefriti, Noctorian or Thulzuur

_____ A pinch of hair or bone from a lich or vampire
_____ Bat, rat or wolf fur
_____ Dark crimson rose, evening primrose, or corpse flower
_____ Dust from the grave of an evil person
_____ Ghoul's finger, toe or tooth
_____ Sprig of hemlock
_____ Strip of mummy's wrapping or wight's robe
_____ Three drops of ghul's blood
_____ Vial of liquid shadow
_____ Zombie's eye

Once prepared, the material is ready for use and must be held or touched when activating a magic ability. The caster might burn, drink or eat the material; daub or rub it on himself; huff it; stomp on it or crush it in his hands; or expend its essence some other way. Whatever the means, retrieving a spell component from your supplies is a move action and it vanishes with the spell and cannot be reused.

Typically, materials are kept in tiny vials or tubes that take up ¼ of a slot for encumbrance purposes. Thus, a character tracks materials in the same way an archer or gunslinger tracks ammunition. Vials resist water and other mundane elements and count as "gear" for the purpose of protection and damage.

You can print and distribute the reference boxes below as inventory cards for spellcasting characters. Use the blank lines to indicate how many and what tier of each material the character has. For example, you might write in "2B" to indicate 2 basic components.

Table 8-1: Spell Component Details

In a lab? d%	Spell Tier	Craft Cost	Vitality Swap	Donor Level	Arcana DC Check
1 - 65	Basic	10 gp	1	1st-3rd	10
66 - 90	Intermediate	25 gp	2	4th-8th	15
91 - 99	Advanced	100 gp	5	9th-13th	25
100	Paragon	250 gp	10	14th+	40

Hell's Profanities

Class: Blackguard, goyle or warlock
Deity: Asmodius, Baal, Grungar, Lilith, Phane or Yaba

_____ A soul returned from hell
_____ Black onyx gem
_____ Child's heart
_____ Devil's hoof or 3 strands of devil's hair
_____ Eye of newt, rat's ass, snake's rattler or toad's breath
_____ Bits of flesh and flood from a demon or devil
_____ Small jar of flies, maggots or worms
_____ Three drops of venom from a scorpion, snake or spider
_____ Tiny live spider
_____ Vial of blood wine

Nature's Allies

Class: Druid, ranger, shifter or shaman
Deity: Beyos, Majareet, Modekar or Stolgar

_____ Bone shard of an ancestor
_____ Eagle, hawk, peacock or seagull's feather
_____ Fur of a fox, otter or moose
_____ Hand-woven dream-catcher
_____ Handful of delicious kibble
_____ Paw of a bear, lion, shark, tiger or werewolf
_____ Elephant's tusk, porcupine quills or lion's mane
_____ Sprig of mistletoe, kelp or wolves bane
_____ Stained patch of blood, sweat or tears of an ancestor
_____ Tiny cricket, garden snake or mouse

Lovely Distractions

Class: Bard, gallant, illusionist or witch
Deity: Corvis, Iblis, Mikulishna or Tanish

_____ Bits of fool's gold
_____ Lucky rabbit's foot
_____ Marigold, narcissus, rose, snapdragon, tulip or peony flower
_____ Miniature drum, harp or lute
_____ Pixie dust
_____ Playing card, coin or die with gold lamination
_____ Reflection of an invisible fey creature
_____ Three dollops of faerie honey
_____ Tiny comb or cowl with sylvan motifs
_____ Vial of dryad's hair, nymph's tears, or satyr's emissions

Potions & Pills

Class: Abjurer, alchemist, grenadier or medicant
Deity: Iris or Shirvna

_____ Butterfly, caterpillar or cocoon
_____ Ear, eye, finger, lips, toe, or other bits of a dead soldier
_____ Cactus, gladiolus, hyacinth, lotus, poppy or sweet pea flower
_____ Kerchief soaked in chloroform
_____ Leeches (live or desiccated)
_____ Miniature caduceus, mortar and pestle set, or surgical knife
_____ Pains of a phantom limb or a bottle of karma
_____ Prism
_____ Tiny bag of smelling salts or noxious pills
_____ Vial of ether or nitrous

Mind's Many Mirrors

Class: Battlemind, delvemage or psion
Deity: Cthulhu, Maurob, Yeurgit or Ymuri

_____ Aboleth or aeroleth jelly
_____ Bit of brain tissue from a sentient living creature
_____ Fermented dream tea (req. Sleep spell + vial of tea)
_____ Illithrix tentacle
_____ Liquid thought (req. Mindblast spell + vial of water)
_____ Pineal extract from a person with magic abilities
_____ Psychedelic mushroom bits
_____ Sliver or jade crystal
_____ Three drops of a blood from an elan slith or theta
_____ Tiny mirror

Strange Days

Class: Gunslinger, mageblade or wizard
Deity: Maiya or Rorax

_____ Bat guano, pig's ear, cat fur ball or dog turd
_____ Bit of troll's flesh
_____ Dandelion juice, slice of fruit cake, or bag of sunflower seeds
_____ Grasshopper legs, termite wings or beetle shell
_____ Harpy's feather or medusa's snake
_____ Hair, nails or teeth of a magical beast (dispatcher, etc)
_____ Lump of coal
_____ Orc's eye, ogre's hand or gnoll's teeth
_____ Tiny silver mirror wrapped in a black velvet cloth
_____ Vial full of curses

Spirits

A spirit is a dark and typeless otherworldly entity that links to a particular constellation and grants a practitioner of the occult a brief but highly potent access to supernatural power. Scholars say each spirit is a lonely vestige of a once-powerful, now-broken lost soul.

See the occultist theme (page 114) and vivilor (page 243) for details and examples of how to summon and bind spirits into service. A person is limited to 1 active spirit at a time.

Spirits are powerful. Typically, utilizing a spirit once daily for 2 minutes is an intermediate ability and enjoying continuous access for 24 hours is a paragon ability. A potion, scroll or wondrous magic item that channels a spirit has the usual cost. A spirit's benefits are worth 9 design points, the same as a townie profession.

Spirit abilities rely on Constitution to resolve attack rolls and other benefits. Treat ongoing effects on a target of a spirit's ability as a curse. Exorcism deactivates a spirit. Also, using a spirit may invite fatigue, taint, and other side-effects.

Even when a spirit's particular benefit sounds like a specific ability, it does not count as that ability nor can you use it to meet any other ability's prerequisites. Moreover, spirit abilities are neither mundane nor magical. Thus, abilities like Counter Spell, Dispel Magic, Dodge, and Evasion fail to foil them, though targets may resist as usual.

Each of a spirit's benefits has its own paragraph, and its vitality cost only applies to activating that benefit.

When binding a spirit and activating its abilities, you must expend 1 swift action and describe how the spirit manifests. Each spirit has typical manifestations such as a spectral bridge or shimming doorway for Arch of the Third Eye. Occultists and others who bind spirits enjoy wide discretion when using their imaginations.

Arch of the Third Eye

You move swiftly, attack on the run, and ignore some attacks.

Appearance: Bridges, doorways, windows, and other portals nest, blend, and twist through the area similar to an Escher drawing.

Constellation: Portal ; Benefits:

» You can move before and after making a weapon attack so long as the total distance moved does not exceed your speed.

» Boost your land speed by +10 ft.

» Boost Acrobatics, Perception, and Pilot checks by +3.

» As a move action, foes targeted by your next attack that round cannot use immediate actions to make an attack that specifically targets you back.

Bitter Thief of Always

You are sneaky, can become invisible, and easily confuse foes.

Appearance: Musical instruments, lucky charms, crying fey, and other lurid, sad, and enchanting attractions play across the area.

Constellation: Lute ; Benefits:

» Against surprised or helpless foes, you deal +2d6 untyped damage. This stacks with Sneak Attack.

» For 2 vitality, you turn invisible for 2 minutes or until you make an attack roll, whichever comes first. Invisibility boosts Stealth checks by +10 and blocks line of sight.

» Boost Music, Streetwise, and Trick checks by +3.

» For 2 vitality as a move action against a living foe that you've just struck that same round, you anger and confuse it for up to 2 minutes if you beat its Will. If affected, each round on its turn, roll 1d10 to determine the result: 1) attack you, 2) act normally, 3-5) do nothing, 6-7) flee from you at top speed, 8-0) attack nearest creature. After each round, a creature has a 10% chance to shake off the effect, which ends after 2 minutes in any case.

Blinding Whirlwind of Dune

You dodge many attacks and blind or critically injure foes.

Appearance: Genies, desert vistas, elementals, pyramids, and pyres fill the area and occasionally erupt in a sandy whirlwind.

Constellation: Genie ; Benefits:

» Your weapon attacks deal +1d6 untyped damage and a struck foe is permanently blinded, or blinded for 1 round if its Reflex resists. The blindness is a curse effect.

» When you successfully resist an attack using Reflex, you take no damage from it as you dodge out of the way, even if you would normally suffer a partial effect.

» Boost Arcana, Craft, and Diplomacy checks by +3.

» Select 1 weapon group when activating this spirit. When using weapons from the selected group, your threat range improves from just 20 to 19-20, or from just 19-20 to 18-20. Moreover, when you make a critical hit, your foe suffers 1d4 wound damage (no save) in addition to any other damage dealt.

Broken Throne of Sighs

You ignore sneaky attacks, block foes' actions, and sunder weapons.

Appearance: Images of royalty and their symbols—queens, princes, crowns, carriages, and scepters—prance through the area.

Constellation: Crown ; Benefits:

» You ignore Sneak Attack damage when surprised or defenseless unless your attacker is 5+ levels above you.

» For 5 vitality as an immediate action, you can erect a 15-ft square invisible field directly in front of, behind, above or below you. The field blocks movement and attacks from both sides and lasts until the start of your next turn.

» Boost History, Intimidate, and Nobility checks by +3.

» You can target a foe's non-magical weapon within reach of your melee weapon. If you beat its Reflex and your damage exceeds the targeted weapon's weight in pounds, it breaks. Your foe suffers no harm. Metal is DR 10 and wood is DR 5. Apply a +5 bonus on your attack roll when using Sunder and on Reflex to resist Sunder when used by foes.

Cry of the Lost Wyrm

You blast foes with a gout, cause fear, and briefly fly to a point.

Appearance: A cute or terrifying dragon, be it a wyrmling or elder, coils, eyes, hisses, and strikes at your foes in the area.

Constellation: Dragon ; Benefits:

» For 2 vitality, you exhale a supernatural semi-transparent gout that inflicts 1d6 untyped damage per level (max 10d6) in a 60-ft line, 30-ft cone, or 15-ft sphere around you. Reflex resists for ½ damage.

» For 2 vitality, you display your ferocity such that all living creatures within a 30-ft cone are shaken for 5 minutes or 1 round if it resists using Will. If a target is 5+ levels below you, it is frightened instead, fleeing the best it can or cowering if it cannot flee.

» Boost Appraise, Athletics, and Intimidate checks by +3.

» For 2 vitality as a swift action, you gain the ability to fly with a 30 ft speed for the remainder of your turn. You must end flight on a solid surface that supports you.

Descent to Outer Darkness

You resist the Void and energy damage, and you can suffocate foes.

Appearance: A field of stars, nova, planets, moons, rockets, and similar motifs of the Void twinkle, flash, rotate, and collide.

Constellation: Star ; Benefits:

» For 2 vitality, you are immune to adverse effects of void conditions for 2 minutes.

» For 2 vitality, apply +5 DR versus all energy damage or +20 DR versus radiation damage. This lasts 4 hours + 1 hour per level.

» Boost Endurance, Nature, and Technics checks by +3.

» For 5 vitality, you target 1 living, breathing creature within 60 ft. If you beat its Will, it is reduced to -1 wounds and begins dying as its lungs struggle against vacuum.

Double Jaws of Shame

You sniff out foes, bite from a distance, and attack while hidden.

Appearance: Phantoms of wolves, panthers, snakes, and other bestial predators crouch, snap, hide, and leap into action.

Constellation: Wolf ; Benefits:

» You can detect creatures within 30 ft by sense of smell. If a creature is upwind, the range increases to 60 ft. If it is downwind, the range drops to 15 ft.

» For 2 vitality, a single foe within 30 ft suffers 1d6 slashing damage per level (max 10d6) as your mere stare and display of teeth rips unnaturally at your foe's flesh. Will resists for ½ damage.

» Boost Intimidate, Nature, and Survival checks by +3.

» Whenever you are successfully hidden, you may emerge to make 1 ranged weapon attack and then retreat back to your hiding place. You must make a second Stealth check when you retreat back. If you succeed, you are hidden again.

Faces Beneath the Skin

You plant traps, sense foes, and attack with dangerous precision.

Appearance: A myriad of maniacal and tormented faces undulate just beneath your skin as if trapped in your body.

Constellation: Spider ; Benefits:

» For 1 vitality as a swift action, you transmute your surface traits—hair color, garment style, gender, voice pitch, etc—to enjoy a +10 bonus on Disguise checks for 1 hour. You can grow or shrink 1 ft and modify your Comeliness by +/- 5 points.

» As a move action using blindsense, you pin-point the locations of creatures within 30 ft in all directions.

» Boost Bluff, Disguise, and Literacy checks by +3.

» You can make single-use nonmagical traps such as deadfalls after 2 minutes of work. The trap activates when a creature steps into a designated 5-ft space. The trap has Perception and Mechanics DCs of 15. When triggered, the trap dazes the creature for 1 round (no save). Adjacent creatures must resist using Reflex or also be dazed for 1 round. The trap does not reset itself. The cost is free if it can be used only once, or 25 gp if it is built for reuse.

Legion of Furious Limbs

You ride in battle, charge with force, and assault many foes at once.

Appearance: The area is adorned with metallic scales, spikes, and edges that work like extra swords and shields.

Constellation: Knight ; Benefits:

» Up to once per round, when your mount is hit in combat by any kind of attack, you may negate the hit.

» Whenever you charge, moving at least 10 ft to do so, you deal +10 damage on your next melee weapon or fist attack that round. You can use this ability while mounted or on foot.

» Boost Athletics, Handle Animal, and Warcraft checks by +3.

» As a standard action in lieu of any usual attack, each and every adjacent foe must resist using Reflex or suffer damage from your melee weapon or fists equal to 4d6 damage + 1 per level.

Reflections of the Vampire

You repel magic, drain others' health to heal, and multiply your form.

Appearance: A skull, skeletal limbs, false undead flesh, and similar frightening odes to death permeate the area.

Constellation: Skull ; Benefits:

» For 2 vitality as an immediate action, when you successfully resist a magic ability using Will, your attacker is dazed for 1 round as the mind-affecting spell rebounds. Only Counter Spell can resist the rebound.

» You can show or hide a set of sharp fangs as a swift action. You can target an adjacent foe with the fangs to inflict 1d6 damage + your Strength modifier. Will resists. If you spend 2 vitality and the target is alive, you also inflict 1d4 untyped wound damage and heal yourself that same amount in wound points.

» Boost Diplomacy, Insight, and Religion checks by +3.

» For 2 vitality, you conjure 1d4+1 duplicates of yourself for 2 minutes. Whenever a foe successfully strikes you, it has a 50% chance to strike and dispel 1 image instead. This is a visual illusion.

Strangling Root of Eternity

You use your fists, grapple foes, and choke them unconscious.

Appearance: One or more powerfully-built trees sway in a breeze as their boughs and branches reach for your foes.

Constellation: Tree ; Benefits:

» You can make 2 unarmed strikes as a standard action without penalty, each inflicting 3d6 damage + your Strength modifier. If you have Flurry of Blows, your fists simply deal +3d6 damage instead.

» You can grapple an adjacent foe up to 1 size larger when you have 1 hand free and beat the foe's Fortitude. A grappled creature cannot move from its space and can only use a Light melee weapon that is already in hand. Each round, you must expend a move action to maintain the grapple, and the foe can try to beat your Fortitude as a standard action to break the grapple. If you desire, you can block a grappled foe's mouth with 1 hand to prevent speech. You enjoy a +5 bonus on your attack roll when using this ability to resist it when others target you.

» Boost Athletics, Endurance, and Nature checks by +3.

» As a standard action, you can choke a living person, mutant or animal that you have successfully grappled—if you beat its Will, it falls asleep for 5 minutes. Apply -5 on your attack if the target is above 5th level. A sleeping creature's allies can use a standard action to wake him.

Torn Wings of Angels

You harm evil foes, withstand assaults, and regenerate damage.

Appearance: The area heaves with a burning broken heart, flapping angel wings, heavenly vistas, and other signs of angels.

Constellation: Angel ; Benefits:

» Your attacks inflict +2d6 holy damage against evil foes.

» For 2 vitality as a move action, you can erect a translucent shield that blocks 1 ranged attack against you or an adjacent ally for 1 round.

» Boost Diplomacy, Heal, and Insight checks by +3.

» For 5 vitality, you automatically start healing 1 wound point per round at the end of your turn for 2 minutes. Alternatively, you don't heal wound points and instead regrow 1 lost limb or organ such as an eye or arm after 1 minute.

Vestige of the Hag Countess

You see invisible foes, read others' minds, and cling to life.

Appearance: Magic circles and squares, beauteous witches, and cruel hags that gesture their spells adorn the area.

Constellation: Magi ; Benefits:

» As a standard action, you clearly notice for 1 round any invisible or incorporeal creatures within 30 ft.

» For 2 vitality, you note the presence or absence of thoughts (from conscious, sentient creatures) within a 60-ft cone. After concentrating for a second round, you learn the number of thinking minds and the Intelligence of each. After concentrating for a third round, you "hear" the current surface thoughts of 1 creature of your choice within range for 2 minutes if you beat its Will.

» Boost Arcana, Nature, and Religion checks by +3.

» Up to once daily, within 3 rounds of your death, a portion of you remains alive and restores you to life after 1d4 rounds with 1d4 wound points and 1d4 vitality points.

Wheels Turn within Wheels

You harm good foes, briefly vanish, and hold foes immobile.

Appearance: Demons, devils, and profane symbols cascade rudely with prurient interest through the area.

Constellation: Fiend ; Benefits:

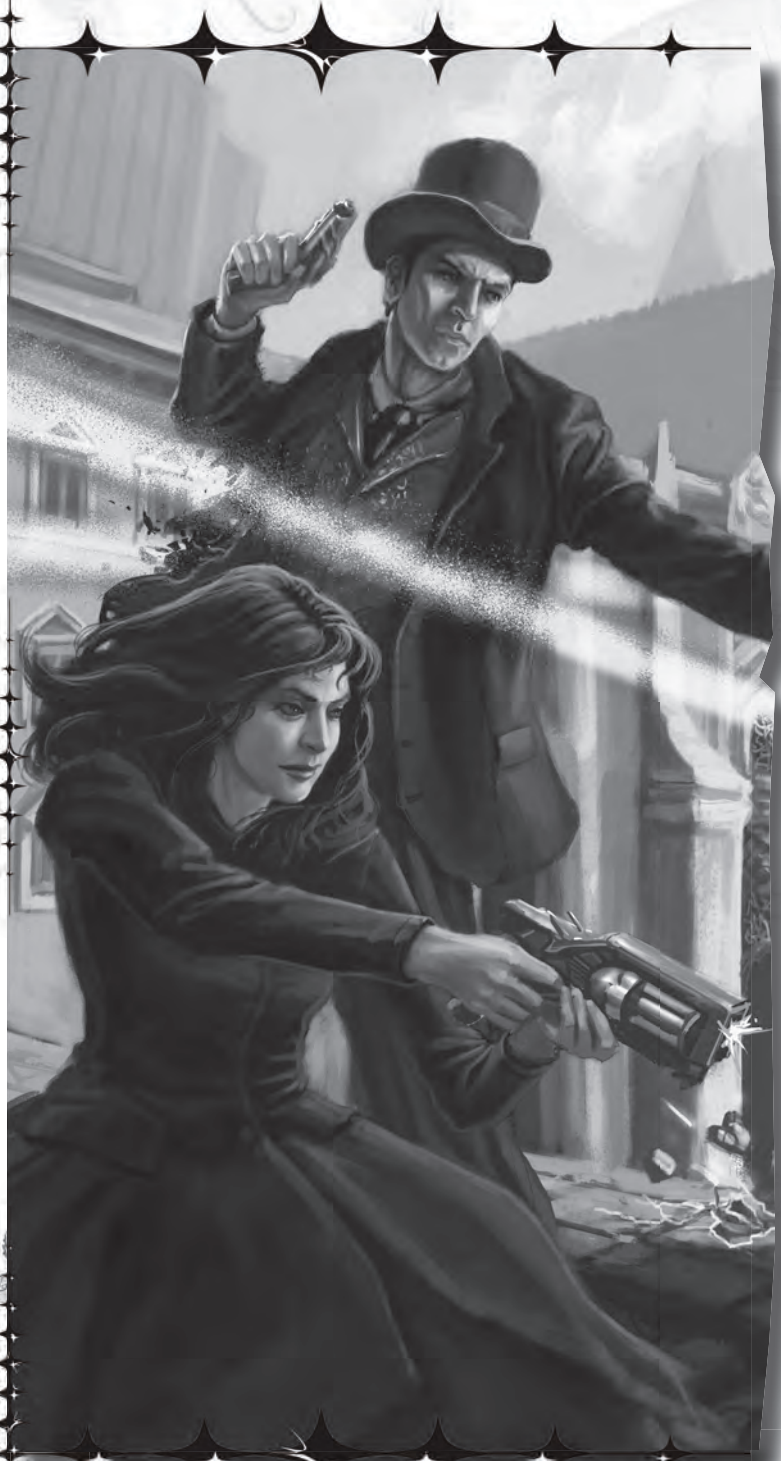
» Your attacks inflict +2d6 vile damage against good foes.

» For 2 vitality as an immediate action, you wink out of existence until the end of your next turn.

» Boost Bluff, Literacy, and Warcraft checks by +3.

» You can temporarily immobilize an animal, celestial, mutant or person within 30 ft by seizing control of its body. If you beat its Will, it is helpless and cannot act for 1d4 rounds. Costs 2 vitality if a person or 5 vitality if it's some other creature type.

Chapter 9
Equipment



"Firearms are a potent weapon even against most supernatural forces, and while they tend to be noisy, their accuracy in urban environs is a plus."

In this chapter, you will find armaments, mundane goods, steamgear, properties and businesses, and electrotech to quest for, buy or craft.

Armor

This section describes armor that characters can wear. It adds to the options available in the Radiance Players Guide starting on page 154.

Table 9-1: Light Armor (1 slot)

Armor	DR	Price	Weight	Material	HP
Greatcoat	1	15 gp	5 lb	Natural	5
Greatcoat, reinforced	2	30 gp	10 lb	Natural	10

Armor Features

Here are descriptions of armor, including special features.

Greatcoat: This heavy oversized coat made of heavy leather or thick wool protects against cold and rain, making it popular with port dwellers and travelers. As well as being practical, it can be worn over light armors. Greatcoats require no armor proficiency.

Greatcoat, Reinforced: This works like a greatcoat except its lining is reinforced with layers of thick leather and light chainmail. It requires Light armor proficiency.

Weapons

This section adds weapons options. See RPG page 156 about weapons.

Weapon Features

Here are guidelines for weapons, including special features and unusual uses. Refer to Table 9.2: Weapon Statistics for more details. Note that some firearms below are part of the "exotic firearms" group and require a specific ability to use properly.

Bo Staff: This is similar to a quarterstaff, only more slender and tapered at 1 end. It belongs to both the double weapon and pole arm groups. If you have Rapid Attack or Two-Weapon Fighting, you can forego 1 attack with it to enjoy a +2 bonus on Reflex instead.

Carbine: This short, lightweight musket or rifle is used mainly by cavalry. It is also good for hunting in dense brush. It has 30 rounds.

Double Pistol: This heavy pistol has 2 barrels mounted side by side or over/under. Each barrel holds 1 shot and requires a standard action to reload, or a move action if it's masterwork. The barrels can be fired independently or together. Firing both at once incurs a -5 on the attack roll but improves the weapon's total damage to 2d10. Double pistols are noisy.

Double Rifle: This modified musket sports 2 barrels. Each barrel holds 1 shot and require a standard action to reload, or a move action if it's masterwork. The barrels can be fired independently or together. Firing both at once incurs a -5 to the attack roll but improves the weapons damage to 2d12. A double rifle is a 2-handed weapon. Double rifles are noisy.

Gaff Hook: This common shipboard tool is used to hook and haul cargo or fish. It is an impromptu weapon in a pinch. The gaff is a large metal hook attached to a small wooden crossbar clenched in the fist, with the hook protruding between the fingers.

Glockenspiel: This high-quality pistol is easy to use and offers a +2 bonus on Trick checks to conceal it. It has a shorter range and does more damage than a regular pistol. Also, for game purposes, it has no chance of misfiring, unlike normal firearms. It has 15 rounds.

Knife, Folding: This small blade is also called a pocket knife. The blade folds into a grove in the handle. It takes a move action to

Table 9-2: Weapon Statistics

	Weapon	Price	Rating	Damage	Range	Weight	Type[2]
Chains	Nunchaku	2 gp	Light	1d3/1d3	—	2 lb	Bludgeoning
Double weapons	Bow Staff	1 gp	Medium	1d6/1d6	—	3 lb	Bludgeoning
Firearms, Exotic[5]*	Double pistol	500 gp	Medium	1d10/2d10	40 ft	4 lb	Piercing
	Double rifle	1,000 gp	Heavy	1d12/2d12	40 ft	15 lb	Piercing
	Machine gun	900 gp	Heavy	2d6 line	40 ft	8 lb	Piercing
	Shotgun, double barreled	1,000 gp	Heavy	2d8/4d8	20 ft	7 lb	Piercing
	Sniper rifle	2,000 gp	Heavy	2d12	120 ft	35 lb	Piercing
	Submachine gun	1,200 gp	Medium	2d6 line	50 ft	7 lb	Piercing
Firearms[5]	Carbine	1,200 gp	Medium	2d8	60 ft	7 lb	Piercing
	Glockenspiel	800 gp	Light	2d6	30 ft	2 lb	Piercing
	Pepper box	400 gp	Light	1d6	20 ft	2 lb	Piercing
Hammers	Maul	45 gp	Large	2d6	—	10 lb	Bludgeoning
Light Blades	Gaff hook	2 gp	Light	1d4	—	2 lb	Piercing
	Knife, folding	3 gp	Light	1d3	—	1 lb	Piercing or slashing
	Snapblade	6 gp	Light	1d3	—	1 lb	Piercing or slashing
pole Arms	Bow Staff	1 gp	Medium	1d6/1d6	—	3 lb	Bludgeoning
Spears	Spear, gaff	1 gp	Medium	1d6	10 ft	5 lb	Piercing
	Spear gun	200 gp	Heavy	1d6	20 ft	7 lb	Piercing

5. Prices assume firearms are rare. If uncommon or common, reduce the price to 20% or 10% the listed amount, respectively.
* Exotic firearms is a "closed" weapon group. See the "Exotic Firearms" side-bar below.

unfold the blade. You enjoy a +3 bonus on Trick checks made to conceal it on your body.

Machine Gun: This firearm targets all creatures along a 40-ft line. It is the equivalent of a low-powered Lightning Bolts spell. It requires 2 hands to use and a standard action to reload, or a move action if it's masterwork. It has 20 rounds.

Maul: This resembles a mace or warhammer with a longer handle and a larger, more powerful striking head. It is a 2-handed weapon.

Nunchuku: A nunchaku has 2 wooden or metal bars connected by a small length of rope or chain. When used with the Disarm ability, apply a +2 bonus on your attack roll.

Pepper Box: This modified pistol holds 4 shots. It requires either a move action to load 1 bullet or an entire turn to reload all 4 bullets. It can be readied or stowed as a swift action on a DC 15 Trick check, and when readied as part of initiating combat, a target must win an opposed Perception check or be surprised. This gun is noisy.

Shotgun, Double Barreled: This shotgun has 2 barrels mounted side by side. Like standard shotguns, it uses explosive shells rather than standard rounds. This firearm holds 2 shells, each housed in a barrel, and it requires a move action to load 1 shot. The barrels can be fired independently or together. Firing both at once incurs a -5 on the attack roll but raises the weapon's damage to 4d8. A double barreled shotgun is a 2-handed weapon. This gun is noisy.

Snapblade: This folding knife has a spring mechanism that releases the blade as a swift action. Apply a +3 bonus on Trick checks to conceal it on your body.

Sniper Rifle: This is the most expensive of all firearms here, delivering terrible damage at a very long range. It requires 2 hands to use and is quite heavy. Typically, it is packed and toted around in a case, then unpacked and assembled after 1 minute's work. Reloading a standard action. It has 11 rounds.

Spear, Gaff: This seafarer favorite consists of a sturdy short spear with a large hook protruding from the base of the spear head. It's normally used to hook and haul cargo or fish, push off of other boats, or cleave to them. When using it as a weapon, apply a +2 bonus on your attack using the Trip ability.

Spear Gun: This weapon is mainly for underwater use. It fires a small spear using compressed air that is provided by a special cylinder. The cylinder provides air for 4 firings before it must be replaced. Replacing the cylinder or spear requires a standard action. Replacement cylinders cost 1 gp and cannot be reused. The spears cost 1 gp each, and are commonly attached to the gun by a length of rope. This weapon functions normally underwater.

Submachine Gun: Despite the prefix "sub" suggesting something less than a machine gun, this firearm is a lighter Medium weapon and boasts a tad longer range. This firearm has 30 rounds.

Exotic Firearms

No character starts proficient with exotic firearms, not even gunslingers. To gain proficiency, take the Firearms Kit below (see page 10 regarding kits) or just take Exotic Firearms (described below) as an intermediate ability in lieu of a class intermediate ability. Until you do so, you suffer the usual non-proficiency penalty, or 2x that penalty if you are not even proficient with standard firearms. Also, an exotic firearm has a 1 in 6 chance of misfiring with each use, inflicting its usual damage to you rather than your target, until you get proficient.

Firearms Expert (Dex)

You are highly familiar with the use of firearms.

Exotic Firearms: You can use weapons in the exotic firearms group without the usual attack penalty or 1 in 6 chance of misfire. Instead, you suffer no penalty and have the usual 1 in 20 chance of misfire. Requires Firearms Proficiency and 13+ Dexterity .

Favorite Firearm: Select 1 specific firearm or exotic firearm such as a hunting rifle. When using this weapon, apply a +1 bonus on attack rolls and a +2 bonus on damage rolls.

Firearms Cache: By whatever means, you acquire 1,000 gp worth of firearms and ammunition. You can use this amount toward a more expensive purchase.

Firearms Proficiency: You are proficient with firearms and enjoy a +2 bonus on Mechanics checks, or +5 to make and repair firearms.

If you already know this ability, you may learn any basic ability for which you qualify drawn from the gunslinger class (RPG, page 62).

Gear

Here is a list of mundane equipment and goods to complement pages 162-170 in the Radiance Players Guide.

Clothing

A person's clothing says much. Here is an item for cool adventurers.

Teashades: These wire-frame spectacles have colored lenses, typically made from colored glass or smoked quartz. The lenses are available in a variety of colors. Unlike normal spectacles these have no corrective qualities and are mostly worn for aesthetic impact. Price: 25 gp.

Drugs & Poisons

These powerful substances offer both beneficial and baleful effects. Multiple doses of the same drug or poison do no stack.

Kohoba: This plant's leaves are cured to produce a mild stimulant. Imbibing or smoking it relieves fatigue or downgrades exhaustion to fatigue while partaking and for 5 minutes thereafter. Kohoba can be taken various ways: rolled into a cigar, stuffed into a pipe, chewed as snuff, flavored and smoked in a water pipe, or inhaled. Price: pipe 1 sp - 5 sp (per pouch); cigar 4 sp - 1 gp (each), shisha 5 sp - 1 gp (per tin; good for 1 hour of smoking), or chew 1 gp (per tin; 4 doses per tin). One sp takes 2 minutes to partake. It is addictive.

Revitalizing Elixir: These elixirs are solutions of alcohol or mineral oil containing plant-based stimulants and aromatic herbs. One minute after imbibing a dose of revitalizing elixir, you recover 1d4+1 vitality. This elixir is good only in small doses. If you exceed 1 dose in a 24-hour period, you must pass an Endurance check with a DC of 10 + 5 per dose beyond the 1st or suffer cardiac arrest (1d4 wound damage + 2d6 vitality damage). Price: 10 gp per dose.

Toad Smoke: This drug is gathered from the poison glands of a rare desert toad. When it's burned and its smoke inhaled as a standard action, you fall unconscious for 30 minutes, during which time you experience visions that deliver a mental slap. When you awaken, you are cured of 1 ongoing magical effect from a failed Will save (such as by Charm Person). Fortitude resists if an ally is delivering it to you against your will. Price: 15 gp per dose.

Explorers Gear

The following items are available almost everywhere, though items costing over 50 gp may be found only in larger cities.

Goggles: Protective eye-wear made with thick glass or crystal lenses. Goggles are worn to shield the eyes from smoke and debris while working in industrial environments. They also grant a +2 bonus on saves to resist attacks and effects on the eyes. Price: 5 gp.

Pipe, Smoking: These small pipes are used to smoke herbs and drugs. They range in size and style from simple clay vessels to elaborately carved wooden pipes. Sporting a fashionable or obnoxious-looking pipe is a quick way to gain attention. Price: 2 cp - 1 gp.

Pipe, Water: Also called a hookah, these large pipes filter smoke through a vase filled with water, drawn through a long hose. Water pipes average 2-3 ft in height and are made of brass or copper. Water pipes range from simple table pipes to huge ornate multi-hosed designs. Price: 10 gp - 50 gp.

Food & Drink

Unless a character is living in the wilderness, he must expend funds for meals and lodging.

Canned Goods: Preserved meats, vegetables or fruits sealed in tin cans or glass jars to protect it from exposure. Canned goods remain good for years, if not decades. However, 1 in 100 cans, and 1 in 6 cans found in treasure troves, cause bilious (RPG, page 239). Price: beef 5 sp; fish 4 sp; vegetables 4 sp; fruit 2 gp.

Home & Office Furnishings

Characters may collect high quality furniture. Metal versions of items weigh 10x and cost 3x what's listed. Masterwork versions of items cost +300 gp, and for each such furnishing in a room, apply a +1 bonus (max +5) on any Nobility checks you try while there.

Bed, Royal: This sleeps 2 or 3 people. It is crafted of heavy oak and come with brass knobs, engravings, and posters. Weighs 170 pounds. Price: 130 gp. Add mattress and box springs for +100 pounds and +13 gp each. A 300 gp mattress grants +1 vitality daily.

Bed, Simple: As a royal bed, but sleeps 1 person, or 2 in a pinch and often may be made of cheap light pine. Weights 85 pounds. Price: 13 sp (poor) to 13 gp (fine). Add mattress and box springs for +50 pounds and +5 sp (poor) or +5 gp (fine) each.

Bedding, Royal: Includes fine silk sheets for a royal bed along with a woolen blanket, quilt, and 2 pillows. Price: 6 sp.

Bedding, Simple: Includes coarse sheets for a simple bed along with a woolen blanket, quilt, and feather pillow. Price: 3 sp.

Bookcase/Cabinet: Made of wood, this piece is 4 ft wide x 8 feet tall. It has 6 shelves. It may be adjustable. Weighs 75 pounds or 225 pounds when laden with books. Price: 2 gp - 12 gp.

Chair/Stool: This wonderful hallmark of civilization is made of pine or oak and may be carved, upholstered, fixed with brass, or inlaid with precious gems or metals. Some chairs are simply stools. Weighs 15 to 85 pounds. Price: 3 sp (poor) or 8 gp (fine).

Chest: Made of strong wood, this box sports a latch for an iron or brass lock and may sport handles or carvings. It is 5 to 15 cubic ft. A small chest holds 50 pounds of goods (10 slots). A large chest holds 100 pounds (20 slots). Weighs 50-125 pounds. Price: 2 gp (holds 50 pounds) or 3 gp (holds 100 pounds).

Desk: This might be a simple pine-wrought affair for a lowly student or an oaken, carved and inlaid masterwork with drawers and shelves for a headmaster. Weighs 50 to 250 pounds. Price: 3 gp (student), 6 gp (teacher) or 60 gp (headmaster).

Mirror: This is a full-length or portrait mirror has a sturdy oak frame and is 3 to 12 square ft in size. Weighs 75 pounds. Price: 10 pp (portrait) or 40 pp (full-length).

Rug: This come in 3 sizes. A Small rug is 3 ft x 5 ft, 40 pounds and 15 gp. A Medium rug is 5 ft x 8 ft, 90 pounds and 40 gp. A Large rug is 8 ft by 15 ft, 270 pounds, and 120 gp.

Sofa: The height of decadence, a small sofa is 2 or 3 patterned cushions while a large sofa is 4+ cushions. Each cushion weighs 50 pounds and costs 3 gp (poor), 5 gp (average) or 7 gp (fine).

Strongbox: Similar to a chest, a strongbox is reinforced with metal. It is 75 pounds empty or 175 pounds full. Price: 3 gp (holds 40 pounds) or 6 gp (holds 80 pounds).

Table: This is for dining. It seats 4 to 6 to a side plus 1 person at each end. It may be fancy carved oak for a formal dining room or simple pine for a mess hall. Masterwork tables are inlaid with tiles, have a glass top or glass sections, and so forth. Chairs are sold separately. Weighs 100 pounds. Price: 10 gp - 30 gp. You can add a 75-pound bench that seats 6 for 5 sp (poor) or 3 gp (fine).

Vanity: A small desk has a mirror, stool, and drawer. It is used to apply make-up. It is crafted from pine or oak and may be inlaid. Weighs 50 pounds. Price: 2 gp (poor) - 18 gp (fine).

Wardrobe: Also called an armoire, this portable closet is 6 ft high, 4-ft wide, and 2-ft deep. It usually has small legs. Inside, 1 side has drawers and the other a bar for hangers. Among furnishings, wardrobes are the most likely to be magical. Weighs 100-200 pounds. Price: 3 gp (poor), 13 gp (average) or 23 gp (fine).

Tools & Skill Kits

Specialized kits contain tools and materials that boost execution of particular skills such as climbing and crafting.

Implement, Atomizer: A few enterprising magic users incorporate little gadgets into their casting implements to facilitate the seamless use of radiance when casting spells. Most of these gadgets are small atomizers built into staves and wands. An atomizer can hold up to 2 teaspoons of radiance in solution. Price: wand 20 gp, staff 10 gp, amulet 40 gp or gloves 50 gp.

Perfume: A mixture of essential oils and aromatics in a bottle. Men and woman use perfume to add a pleasant scent to their personhood or to a room. Price: 1 sp (cheap) - 5 gp (fine).

Property & Business

As described in the Radiance Players Guide (pages 170-173), adventurers can invest in property to gain a regular income that offsets their often-lavish lifestyles. They may also gain property as a gift, by force or by trickery. The table below lists new properties and their typical values, which act as a guide when negotiating a property's final market price. As usual, if you don't see a property, find the nearest equivalent. Also, remember insurance and taxes!

Table 9-3: Property

Property	Value	Property	Value
Greenhouse	750 gp	Bunker, urban	20,000 gp
Roadway (30 ft)	1,000 gp	Training maze	27,500 gp
Poolhouse (small)	1,000 gp	Museum (small)	30,000 gp
Wall, barbed (10 ft)	1,000 gp	Kinetrope palace (medium)	37,500 gp
Bridge, wooden (90 ft)	2,000 gp	Upscale marketplace	40,000 gp
Motorway (30 ft)	2,000 gp	Park	50,000 gp
Vault	3,000 gp	Bridge, short steel	60,000 gp
Bunker, buried	5,000 gp	Nucleonics plant	69,000 gp
Wind plot	Varies	School	70,000 gp
Hydro dam	Varies	Hospital	80,000 gp
Wall, patrol (10 ft)	6,000 gp	Church/temple	140,000 gp
Kinetrope palace (small)	7,500 gp	Kinetrope palace (large)	200,000 gp
Barracks	10,000 gp	Bridge, long steel	280,000 gp
Cemetery	10,000 gp	Mid-rise	480,000 gp
Poolhouse (large)	15,000 gp	High-rise	3,750,000 gp
Car park	15,000 gp	Skyscraper	15,000,000 gp

Properties

Here are new properties and their size and value. Listed costs include typical furnishings.

Barracks: This 2,000 square-ft stone building lodges and feeds soldiers. It has a single 15-ft x 60-ft dormitory for hosting 24 soldiers, with a kitchen, small armory, medical office, communal bath, dining room with fireplace, and an alder's office with small attached private quarters. The walled yard outside affords target practice, exercise, and so forth. A prominent flagpole welcomes guests. Each soldier's bed has a locker for personal belongings. Soldiers are typically male townies, ages 16 to 35, with combat-focused mundane professions like archer, cavalier, infantryman, monast, sailor, sniper, and stormtrooper, though other professions such as gladiator or undying warrior as possible, and some professions like cavalier will require a stable for their mounts. If you are renting the barracks, you can ask 1/40th the property's value as monthly rent. If you are keeping mercenaries, the soldiers and alder total 30 gp daily, or 130 gp on days that see combat. A cook, washer, mender, groundsman, and healer cost 10 gp more per day.

Bridge, Long Steel: As the short steel bridge (below) but 240 ft long and 60 ft wide (4 lanes). You get 2x the traffic and may charge a 2-cp toll, thus raising 400 gp, 40 gp or 4 gp weekly, depending on traffic. The bridge requires 4 toll-keepers and a bridge-tender for 70 gp in weekly expenses.

Bridge, Short Steel: This 90-ft-long steel and concrete bridge spans small rivers and gorges. The deck is 35-ft wide, with 25 ft of roadway (2 lanes) plus 5 ft of pedestrian walkways and railings on the sides. Alternatively, train tracks can be mounted on the deck. Structurally, 2 parallel steel archways, either above or below the deck, provide the bulk of support, as do concrete-clad beams that lock the bridge into bedrock at both ends and below. If spanning a gorge, the bridge includes steel cables and is built to withstand high winds. Or, if spanning a river, the bridge includes hinges and a pulley system; a bridge-tender can raise the bridge on its hinges to let ships pass below. A bridge-tender costs 14 gp weekly. You can hire 2 toll-keepers (28 gp weekly total) and charge a 1-cp toll. This raises 100 gp weekly in a high-traffic zone, or 10 gp weekly if mild traffic, or 1 gp weekly if low traffic. It is also possible to sell passes to reduce the workload.

Bridge, Wooden: This 90-ft long bridge is built from wood and iron and relies on a truss system and pilings to span a river or gorge. It's 20 ft wide and 10 ft high, and its wooden enclosure greatly extends its lifespan to 100 years even in harsh climates. It can bear pedestrian traffic and 1 carriage at a time. For a shorter bridge, reduce the cost proportionately. You can charge a toll if you wish.

Bunker, Buried: A magical world presents many dangers, from a flight of dragons to a horde of zombies. A bunker is built with lead-lined concrete and buried deep, ideally in bedrock—no minor feat—and kept stocked with canned and dried food, fresh water and wine, medical supplies, and tools to restart life aboveground in the event of total disaster. The bunker is accessed via a lockable 5-ft wide shaft that descends 20 ft into an airlock with a steel blast door. That door leads into a 15 ft wide x 30 ft long x 10 ft high chamber that keeps 4 comfortably for 9 days, or 12 for up to 3 days. A source of air, electricity, and cooling is necessary—breathing and fire use up air and underground chambers tend to retain heat. For this reason, bunkers usually have a ventilation shaft with fan that is camouflaged above and can be open or shut with a move action. The chamber includes cots, cupboards, a sink, and similar essentials. It also contains a Continuous Flame effect (RPG, page 42), 2 Small batteries (RPG, page 176), and 18 bottles of cheap wine. Typically, a character who owns a bunker keeps it for himself and his allies or on behalf of his city, which pays him as a custodian. Rations must be renewed every week for 18 gp, or 9 gp if you sell them to the poor at ½ price.

Bunker, Urban: This squat 15 ft x 30 ft mini-fort is made of double-thick stone and reinforced with steel. It is an ideal refuge in cities when danger presses. It works like the buried bunker (above) except it has a walled courtyard and the 20-ft shaft is laid horizontally from the courtyard to the bunker. Also, the bunker includes a periscope, vented murder holes to fire on attackers, and electrified wiring all along the courtyard walls and the bunker's roof. You activate the fence from the inside. Sparse use is advised to preserve the batteries. The whole paranoid property is 40 ft wide and 30 ft deep.

Car Park: This paved lot includes spaces for 20 electric carriages with meters or a tender's booth to pay hourly. The spaces are organized in 2 rows and each space measures 10 ft wide x 20 ft long. The property measures 60 ft wide and 200 ft deep, totalling 12,000 square ft. Parking costs approximately 1 sp hourly and in busy areas or seasons, the park raises 40 gp daily; other times, raise 20 gp daily, minus the cost of 2 tenders who each cost 2 gp daily.

Cemetery: This 10,000 square-ft resting place for the dead takes up ample acreage and makes for an eerie memorial park. For cremated remains in vases, each "customer" gets a 5-ft-square plot. Alternatively, coffined corpses are put "6 ft under" in a 5-ft wide x 10-ft long plot. Thus, the cemetery hosts spaces for 400 in vases or 200 in coffins. Customers' preferences vary with religion, from 5% to 95% going either way. For simplicity, assume 50/50. Plots sell for 250 gp for a vase and 500 gp for a coffin. On the actual day, preparation and interment cost 2x that, and a tombstone or similar grave-

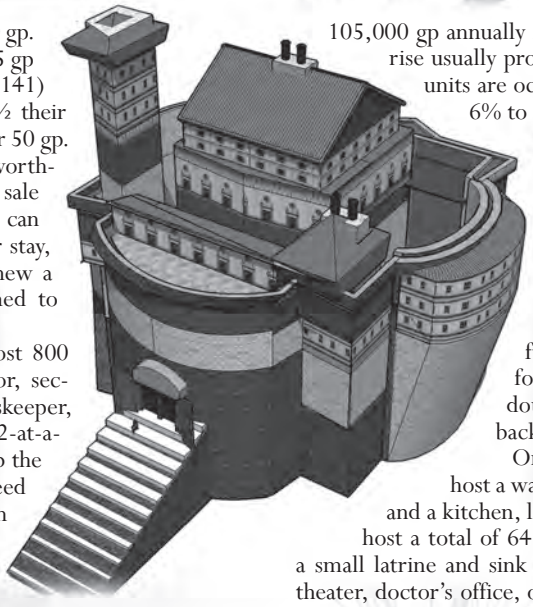
Bank Notes for Big Ticket Items

Even in a setting besot with dragon hoards, no one has 3 million gp lying around. Rather, business-minded characters use bank notes to utilize their existing holdings as collateral for new, costly transactions. There are 3 common bills: the 10,000 gp "diamond" note, the 50,000 gp "rose" note, and the 100,000 gp "dragon" note. Notes are printed in a numbered series, signed by the nation's crown, and backed by tangible wealth such as property, gems, magic items, and machines as well as coins. The notes are magically stamped by a genie or fiend using a Minor Wish and nigh-impossible to forge. Some even speculate the notes can be tracked magically by a cabal of banker-witches.

marker costs anywhere from 50 gp to 1,000 gp. Finally, a religious rite costs a minimum of 5 gp + 5 gp / level for Secure Burial (RPG, page 141) spell. The cemetery can craft coffins for ½ their market price, with a craft time of 1 hour per 50 gp.

One might think that a full cemetery is worthless as income, but that is incorrect. A plot sale is actually a lease for 100 years only; one can pay a multiple of that amount for a longer stay, up 1,000 years, and descendants may renew a lease; otherwise, the remains are exhumed to make way for a new paying customer.

The living cost coin. Cemetery staff cost 800 gp monthly and include a funeral director, secretary, coffin-maker, gravedigger, groundskeeper, and mortician plus guards who rotate in 2-at-a-time in 8 hour shifts to ensure none disturb the deceased. Needless to say, 1 or 2 people need to buy a plot or die every month to sustain business. In dangerous times, the cemetery turns a tidy profit. Conversely, the dead spontaneously return as undead if infected or deliberately animated, or if they were evil in life or tormented at the time of death, there is a 10% chance of rising as undead. Use of Exorcism costs 500 gp to purge a ghost, zombie or similar undead creature.



CHURCH/TEMPLE: This grand 7,000 square-ft edifice is well-suited to religious functions. It's built with thick marble walls, solid slate roof, and narrow high stained-glass windows that provide both shelter and inspiration. It includes a 50-ft x 40-ft nave that can seat 100 comfortably or 200 as standing-room only. The alter area is 40 ft wide x 15 ft, and behind it is a 30 ft wide x 15 ft sanctuary with a metal curtain for privacy. There is also a metal curtain between the entrance and the nave, and bars shield the windows outside, so the church may double as a shelter during emergencies. Elsewhere are 6 large chambers, each 250 square ft, that can act as offices, common rooms, bedrooms, a library, a vestry or a hospice. There is also a bathroom, 10 50-square-ft monk cells, and 2 200-square-ft hidden chambers for relics, scrolls, and so forth. Storage areas, hallways, and prayer nooks complete the space. In total, the church is home to 2 alders (48 gp monthly) and 10 townie monks or such (each 12 gp monthly), for 220 gp in monthly costs. Income depends on attendance and the faithful tithing 10% of their income. Assume 100 persons each give 1 gp per weekly service, for an income of 400 gp per month. All profits go toward maintenance, saving toward special events, and alms to the poor. Anything less than 60 persons weekly or 6 sp per tithe puts the church in the debt or requires the monks beg.

GREENHOUSE: For the serious all-year gardener, this 12 ft x 15 ft enclosed garden is made from glass with steel beams and a 2-ft tall stone stem wall and sturdy stone foundation. Includes a steep roof and bracers against strong winds. Inside, it stays warm all year from ample sunlight and an electrotech heater (RPG, page 182). Besides a preparation table and small well in back, 12 shelves—each 2-ft deep x 10-ft long—let you to grow fruits, herbs, flowers, and other lovelies. Wealthy customers pay extra for out-of-season delights. For 6 months a year, you can prepare and sell bouquets (both common and beauteous), fruit baskets, and spice boxes for 3x their normal price. See RPG, page 164-165 details. A gardener and supplies cost 15 gp weekly, and sales generate 20 gp weekly, for a 20 gp monthly profit. The greenhouse is 750 gp empty or 1,000 gp if it comes stocked.

HIGH-RISE: A high-rise stands 25 stories or 350 ft and occupies a 100 ft x 100 ft lot. It functions similar to a skyscraper (below) but with less floor space, profit, prestige, and risk. It hosts 5 tenants per floor, each in a 1,500 square ft unit that rents for 210 gp monthly; it sports 2,500 windows, and 12 lifts. Start to finish, construction takes 2 years. Its 125 units bring in 285,000 gp yearly when full. Yearly expenses run 2% to 7% (1d6+1) of its price, and the building's craft cost, if not paid in full at the start, is 750,000 gp down + 105,000 gp annually for 30 years (at 5% interest). Thus, a high-rise usually profits around 10,000 gp yearly when 90% of units are occupied. In practice, it has a vacancy rate of 6% to 15% (1d0+5).

HOSPITAL: This 3-story building hosts operating rooms, patient recovery rooms, and other essentials to practice medicine, which in Radiance RPG includes both mundane and magical means. It serves a community of 5,000 people. The building has 2 wings (each 120 ft long x 40 ft deep) around a 20 x 50 ft central block that includes a high-ceiling foyer, wide stairwells, intake desks, lifts, and double iron doors leading to the front and back of the building.

On the ground floor, 2 5,000 square ft wings host a waiting room with chapel, 3 operating rooms, and a kitchen, laundry, and cafeteria. The two upper floors host a total of 64 rooms, each 15 ft x 15 ft. Each room has a small latrine and sink and hosts 1 or 2 patients or an operating theater, doctor's office, or storage pantry. There's also 2 lounges. A director's office on a 4th floor offers a grand view. The basement is for storage and 10 quarantine rooms. The hospital's grounds are 2x the building's foot print. The property totals 300 ft wide x 80 ft deep (25,000 square ft) with a single guarded main gate.

Typically, doctors offer magical healing while nurses handle everything else. Magic is limited (by vitality cost). Thus, magic is only used when a Heal check cannot stabilize a patient. Magic use is otherwise scheduled, with patients in a queue that may take 1d4 hours or 1d4 days if not an emergency. Only the minimum necessary magical care is given in any case. While patients wait and recover, nurses tend to mundane needs. Total time in hospital equals 1d6+2 days. Because some medical cases may be curses, necromantic or otherwise magical, doctors often act as investigators. A doctor is usually a healer (RPG, page 265) or maybe an alchemist, fleshweaver or life-giver townie.

A hospital is expensive. It is open 24 hours a day with doctors, nurses, and staff working in 4-hour to 8-hour shifts. On any given day, d20+20 patients are in rooms, with 3d6 arrivals and 3d6 discharges. Typically there are 3 doctors and 6 nurses active on a shift (12 doctors and 24 nurses total employed). There are also 3 each of guards, secretaries, maids, and janitors plus a groundskeeper. Total weekly expenses total 3,000 gp or 75 gp per patient. Hospitals typically charge 100 gp, or 20 gp per day, whichever is greater with profit funding charity cases. Donations are often urgently welcome.

HYDRO-DAM: These small underwater turbines power homes and businesses. They sit in flowing water where a pipe pushes the water through a turbine. They come in 3 sizes, as shown in the table.

Size	Coverage	Price	Head	Typical Plot Size
Tiny	1 low-tech cottage	250 gp	5 ft	10 x 10 ft; 5 ft deep
Small	1 house	1,000 gp	10 ft	15 x 15 ft; 10 ft deep
Medium	1 building	10,000 gp	30 ft	30 x 30 ft; 20 ft deep

For coverage, see detailed examples under the wind plot property (page 169). The height of the water fall (aka head) must be the minimum show or you must increase the plot size proportionally.

The typical plot size includes the turbine, pipes, pump, and catchment (dammed reservoir). When flow is high, the water is pumped back up into the catchment. When a river freezes in winter or runs dry in summer, the result is rationing (from high tech to low-tech use), price increases, and power outages. A cable up to 1 mile can transmit the dam's power, and each hydro-dam comes with a battery of the same size category as the dam (RPG, page 176).

To build larger hydro-dams, combine multiple small-sized dams here. For example, a 150-ft-wide river with a 30 ft waterfall affords 5 Medium dams. You are only limited by geography.

Income is both how much you make selling electricity and how

much it costs to power a property if you're buying power. Typical monthly income equals 25 cp for the Tiny hydro-dam, 2 gp for the Small hydro-dam, and 50 gp for the Medium hydro-dam. These hydro-dams are not profit sources. Rather, they are an infrastructure investment.

KINOTROPE PALACE: This large building hosts a huge kinotrope screen to display professional moving animations, which are often accompanied by live or recorded music or even actors providing vocal performances amplified from behind stage. It includes a kinotrope machine, seating, a lobby, ticket kiosk, and bar.

There are 3 sizes. A Small venue holds 100 people (3,000 square ft for 7,500 gp) and requires 3 hosts (ticketer, seater, and bartender). A Large venue holds 500 people (15,000 square ft for 37,500 gp) and requires 8 hosts. A Huge venue holds 2,500 people (75,000 square ft for 200,000 gp) and requires 15 host. Each host costs 1 gp nightly.

Performances run for 4 hours, typically at night. A typical performance runs 10-15 minutes and charges 2 cp for poor seats, 2 sp for good seats, or 2 gp for fine seats. Typically, 50% of the seats are poor, 40% are good, and 10% are fine. Attendence equals 95% minus 2% per night until shows are updated.

MID-RISE: This 8-story building occupies a 75 ft x 75 ft lot and functions similar to a skyscraper (below), but with lower capacity and expectations. The building has 4 lifts, 80 windows, and space for 24 tenants, each in a 1,000 square-ft space, paying 155 gp monthly. Start to finish, construction takes 1 year. Yearly expenses run 2% to 7% (1d6+1) of its price, and the building's craft cost, if not paid in full at the start, is 96,000 gp down + 13,440 gp annually for 30 years (at 5% interest). Thus, a mid-rise usually profits around 5,000 gp yearly when 90% of units are occupied. In practice, it has a vacancy rate of 6% to 15% (1d0+5).

MOTORWAY: This 30-ft-long stretch of smoothed-out cobbled pavement consists of 4 lanes, each 12 ft wide, plus gutters, a narrow, low-rise partition in the center, and 5-ft sidewalks, for a 60 ft width. If you build this, you can lease it to the city for 1/40th its cost per month.

MUSEUM: This sturdy stone building is home to artwork, historic and/or foreign curiosities, taxidermied monsters, waxy mannequins, and/or life-sized dioramas to display creatures, places, persons, objects, and events of public interest. It might even include living creatures. Within its 5,000 square ft, there is a foyer, ticket counter, spacious workshop or storage area, and a series of 10 linked chambers, each with a different display and an electrotech cooler. Characters might fill this building with odd and amazing discoveries from their adventures. The value and portability of the displays varies greatly. The more valuable and diverse the displays, the more paying visitors. The displays are generally open 5 days a week, and are always open at least 1 day of the weekend. Use the table below.

Appeal of Displays	Total Value of Acquisitions	Ticket Cost*
Very low	2,500 gp	1 cp
Low	10,000 gp	1 sp
Medium	50,000 gp	2 sp
High	100,000 gp	1 gp
Very high	500,000 gp	2 gp

*** Monthly ticket sales = 1% of a settlement's size.**

See RPG page 256 regarding settlement sizes. Some places like religious sites have varying seasonal populations, making the property profitable only part of the year. At other times, schools may send students.

Owners should pay insurance (1%, 5% or 10%, see RPG, page 170) on the displays. For example, annual insurance on a 100,000 gp display in an average area (5%) is 5,000 gp.

Museum employees include guards, hosts, janitors, and curators—4 to 10 persons. Their pay increases with the value of the displays, from 400 gp monthly for Medium and cheaper displays to 1,000 gp monthly (or even 2x that) for more valuable ones.

Generally, to maintain interest, the museum rotates its displays every 2 weeks (for news dioramas) to every 6 months (for museums). Museums often have acquisitions in storage that they rotate through or they borrow displays from other museums. Otherwise, reduce sales to ¼ normal until a rotation occurs.

Museum rooms should be kept cool, dry, and out of direct sun. Pieces out of rotation are usually held in a dry basement storage.

NUCLEONICS PLANT: This hulking building is a 900-square-ft windowless cube on a 40 ft x 40 ft property that is dressed with a 10-ft-high wall plus 5 more ft of electric fence. The building hosts 1 Large 2½ ton nucleonics plant (RPG, page 177) to produce electricity. The main cost is the device (50,000 gp), which is shielded with steel and concrete. The building includes a control room, a storage area for used cores, a locker room and lunchroom, and a guard station at front—there is only 1 door for the building with a watch. The staff includes 3 guards and 3 technicians. The plant is fully staffed 24 hours a day, with 3 groups of workers cycling in 8-hour shifts, 7 days a week. This ensures a full response in the event of an insursion, technical fault, or other emergency. All together, labor costs 36 gp daily or 1,000 gp per month.

The plant charges for electricity. It sustains 250 houses or 1,000 cottages, or 3x that number if not high-tech, or ⅓ that number for factories or such that average 5,000 square ft. Alternatively, it sustains 10 buildings that average 50,000 square ft. A typical house pays 5 gp per month. Thus, the plant earns 1,250 gp per month, minus 100 gp that it sets aside in a special fund for a new core, which it must replace every 10 years at a cost of 12,500 gp. Ultimately, it profits a mere 150 gp per month. Although the nucleonics plant charges more than a wind farm, its power is highly reliable.

PARK: This 50,000 square-ft sprawling garden grants relief from the smog, noise, and scent of city life. It is ideal for quiet walks, weddings, tame wildlife refuge, and noble hunts. The park sports 15-ft-high stone walls with 4 gates open from dawn to dusk (9 hours in winter and 15 in summer). Within, the park is tended but semi-wild. Trails and bridges, memorials and shrines offer pathways and destinations. Most parks have a river or lake that freezes over in winter and affords iceskating. Isolated nooks boast caves, bogs and hidden copses. Wild animals, fey and plant creatures may try to settle here. The staff include 2 groundskeepers, 1 guard at each gate, an animal handler, and an alder steward. Assume 600 gp in monthly expenses when fully staffed, or 10 gp minimally. Visitors enter "free" when a wealthy donor generously pays the costs; but in lean times, the park closes, asks for a 1 cp entrance fee, or charges for group events. Rarely does the park make a profit. Beauty is its own reward.

POOLHOUSE, LARGE: This impressive indoor waterworks is typically for a community or club with many members. The whole property is 120 ft long x 60 ft wide and includes the pool itself, decking, 2 tiered sets of benches, 2 large changing rooms with showers, and a small office. Whenever possible, there is ample glass rather than stone walls or the usual roofing to admit light and a view. The pool itself is in-ground and made from concrete with tiles and is 80 ft long x 40 ft wide and averages 5 ft deep. It includes pumps, filters, heaters, and such. At most, the pool is open 6 days a week, 16 hours a day with 2 lifeguards on shift at all times. Children, the infirm, and persons who cannot swim have a 5% chance of mishap with each use.

The Skyrock Corporation

A skyrock is a floating granite platform. It is suffused with a rare substance nick-named flotsam that repels gravity when suffused with magical energy during a secret ritual minted by The Skyrock Corporation. At minimum, crafting a skyrock likely requires Craft Magic Item plus Reverse Gravity and Wish, but who knows. Though costly, these platforms are ideal for the well-to-do.

The table below details 5 skyrock properties. The habitable area, levels, and typical construction values are just different ways of answering the same question: How much space is free to build? Cost does not include actual building, though a new skyrock comes ready for construction.

Table 9-4: Skyrock Properties

Size	Diameter	Effective Mass	Habitable Area	Levels	Typical Constructions	Cost
Tiny	30 ft	3 tons	500 square ft	1 floor, 20 ft x 25 ft	1 cottage/basic shop	2,000 gp
Small	60 ft	20 tons	1,500 square ft	2 floors, each 25 ft x 30 ft	1 private house	5,000 gp
Medium	120 ft	150 tons	15,000 square ft	4 floors, each 60 ft x 60 ft	Small town: 15 houses or 3 buildings	20,000 gp
Large	250 ft	1,250 tons	120,000 square ft	8 floors, each 120 ft x 120 ft	Standard town: 125 houses or 25 buildings	50,000 gp
Huge	500 ft	10,000 tons	1,000,000 square ft	16 floors, each 250 ft x 250 ft	Large town: 2,000 houses or 400 buildings	100,000 gp

A skyrock platform is usually shaped like a saucer or turnip, though other shapes are possible. The platform is mostly granite, which is normally quite heavy but has a reduced "effective mass" here. The habitable space occupies ~50% of the interior, with each level at least 10 ft high. The platform typically floats 750 ft to 2,500 ft above ground level and shifts only a small amount with winds. Because the high elevation is blustery, most constructions on a skyrock are inside or sheltered by walls or strong windows. Moving a skyrock requires Propel Craft and Thrust (RPG, page 43) or the assistance of the Skyrock Corporation at a cost equal to 1/40th the platform's value.

Oppositely, characters who swim for 3+ hours per week enjoy a +2 bonus on Athletics and Endurance checks for the week after.

Weekly maintenance is a must. The monthly cost is 200 gp. A monthly water fee adds 5 gp. The membership fee varies: For a town of 5,000 people, 1/10th of whom have membership, the individual monthly fee is 5 sp. In contrast, for an exclusive club for 250 people, the fee is 2 gp with profits used to throw special events. Regular competitions can bring in spectators and increase membership.

POOLHOUSE, SMALL: As the public poolhouse but the pool is 15 ft x 30 ft, there's no lifeguard, and the monthly maintenance including water costs 5 gp.

SCHOOL: This 3-story building hosts 20 classrooms plus other essentials for study. It is not live-in. The building has 2 wings (each 100 ft long x 50 ft deep) around a 20 ft x 60 ft central block that includes a high-ceiling foyer, wide stairwells, secretarial desks, and double iron doors leading to the front and back of the building. It also sports a bell tower at top.

On the 1st floor, the 2 5,000 square ft wings host a theater, library, teacher's lounge, cafeteria, kitchen, and nurses's office. The 2 upper floors total 4 lavatories and 20 classrooms (each 20 ft x 30 ft). Each classroom hosts 20 students. Two quiet offices on a 4th floor offer a grand view for the headmaster. The basement is for storage and exercise in winter. The school's grounds are 2x the footprint of the building, for a property that totals 275 ft wide x 90 ft deep (25,000 square ft), with 1 guarded main gate.

The school is labor-intensive. There are 24 teachers, an alder headmaster and 2 assistant headmasters (male and female), and 3 each of guards, secretaries, and janitors. Teacher salaries vary with the school's prestige and offerings. A typical total weekly cost is 750 gp. Students pay 2 gp weekly to attend, bringing in 800 gp total. The school must stay at 90% capacity to make ends meet, and they may charge 1 cp for the daily meal in addition to tuition. Schools that specialize in magic or electrotech charge 5 gp weekly per pupil to cover higher teacher salaries and costly materials. Fund-raising activities pay for improvements, special events, and scholarships for impoverished but promising students. Annual tuition usually comes to 100 gp, or 250 gp for magical or technical training.

On any given day, 2d6 students suffer accidents, fights, breakdowns, and similar situations that require special attention. A typical school day runs 8 hours, and a typical year runs 4 quarters, each 3 months long, with 1 month's vacation. Students usually leave after age 15 (human years) for a 2-year apprenticeship in a townie profession.

ROADWAY: This 30-ft-long stretch of smoothed-out cobbled pavement consists of 2 lanes, each 12 ft wide, plus gutters and 5-ft sidewalks, for 35 ft total. If you build this, you can lease it to the city for 1/40th its cost per month.

SKYSCRAPER: This impressive edifice occupies a 150 ft x 150 ft lot (20,000 square-ft). It rises 50 floors or 750 ft and is built from cement around a steel frame with support beams that penetrate down to bedrock. The building has 5,000 windows, 30 lifts, and 15,000 square ft per floor for apartments, offices, restaurants, shopping arcades, health clubs, and utility areas.

The entrance level is usually a double floor with a vaulted ceiling. Toward the top there is an observation deck, garden, and several levels of penthouses. There are 3 basement levels. Nicer areas are appointed with marble floors, colorful murals, statuary, stained-glass, and bronze fittings. The building includes interior and exterior lighting, a plumbing system, and high-speed electric lifts.

Design takes 6 months, the foundation takes 3 months, additional construction takes 2 weeks per floor (2 years for 50 floors), and finishings take 3 months, for a total of 3 years from start to finish.

The building stands at least a century, easily 3x as long if well-kept, and can reap great profits. Assume 10 tenants per floor, each in a 1,500 square-ft unit and paying 210 gp in monthly rent. That's 1,140,000 gp yearly for the entire building when full. Yearly expenses run 2% to 7% (1d6+1) of its price, and the building's craft cost, if not paid in full at the start, is 3,000,000 gp down + 420,000 gp annually for 30 years (at 5% interest). Thus, this skyscraper usually profits around 45,000 gp yearly when 90% of units are occupied. In practice, it has a vacancy rate of 6% to 15% (1d0+5).

TRAINING MAZE: This twisting complex is 5,000 square ft and 10 ft high. It is usually square and is a great training area. It also has a 15-ft square control center and observation deck atop and a 75 ft x 25 ft "ready area" below. The walls are made of wood and metal, and 12 of the walls slide on rails and can be manually pushed around and locked into place on a DC 18 Athletics check in order to reconfigure the maze. In practice, the maze's length is 150 to 180 5-ft spaces. To resolve maze navigation, the maze-runner and the make-makers make Dungeoneering checks every 3 rounds, or 3 minutes if the maze-runner chooses to take-10. The observation deck allows the maze-maker to toggle the lights, blare sounds through 12 speakers (1 per wall), fill the maze with fog, or open up to 5 trap doors, 2

of which are pits and 3 of which open to chambers in the ready area below. Comes with lamps, fog machines, and speakers. Besides training, a maze makes for an exciting party space.

UPSCALE MARKETPLACE: This lively 8,000 square-ft "mall" consists of 1 and 2 story merchant units that are walled off from the rest of the city to create a unique experience. The marketplace consists of 10 small but elegant high-street shops, each 500 square ft, plus a 1200 square-ft restaurant. A verdant 30-ft square with an inviting central fountain, plus mysterious alleyways and 2 protective gates complete the space. Each of the 10 shops rents for 30 gp monthly and the restaurant's monthly rent is 60 gp. You can charge 1 cp at the gates for people to enter—this raises 80 gp per month and discourages undesirables. Your costs do not include the shop staff; rather, you retain 4 guards and 2 cleaners (all well-paid to ensure loyalty and bright service) who cost you 300 gp per month. Finally, the marketplace spends 10 gp monthly to gussy up for special holiday events. Assuming 90% occupancy, you profit 100 gp monthly.

VAULT: A giant safe for precious goods. This 10-ft cube is built with double-thick lead (DC 10, 30 hit points per inch) and sports a single door that forms a hermetic seal and can only be opened with a series of 3 successful DC 45 Trick checks. It is usually situated underground and can be stocked with shelves inside. A person sealed inside has 60 hours of air.

WALL, BARBED: This 10-ft-wide defensive stone curtain is 5 ft thick and rises 10 ft high. Its interior is packed earth sandwiched between 1-ft-thick stone slabs. The wall is smoothed. Every 5 ft of climbing requires a DC 25 Athletics check. The wall's top converges to a point where it sports barbed wire and metal spikes that inflict 1d4 vitality damage + 1 wound damage (no save) and the intruder must pass a DC 15 Acrobatics check or fail to advance.

WALL, PATROL: This 10-ft-wide stone curtain is 10 ft thick and rises 30 ft high. Its interior is packed earth sandwiched between 2-ft thick stone slabs. The wall is smoothed. Along its top, it sports a narrow 5-ft walkway and defensive parapet. The walkway is reached by a ladder. Every 5 ft of climbing requires a DC 25 Athletics check.

WIND PLOT: These small wind turbines power homes and businesses. They have large steel rotor blades that sit atop a triangular steel tower. They come in 3 sizes, as shown in this table:

Turbine Size	Coverage	Price	Rotor Diam*.	Tower Height	Plot Size
Tiny	1 cottage	500 gp	13 ft	20 ft	10 x 10 ft
Small	1 house	1,000 gp	23 ft	60 ft	15 x 15 ft
Medium	1 building	10,000 gp	90 ft	100 ft	25 x 25 ft

* Rotor measure is diameter, not radius.

Plot size indicates room for the base of the tower, and there must always be ample space around a rotor exceeding its diameter. Of course, turbines rely on wind—13+ mph—and need batteries to store energy when wind doesn't blow. Each wind plot comes with a battery of the same size category as the turbine (RPG, page 176). Prolonged calm weather can lead to rationing (from high tech to low-tech use), price increases, and power outages. Such issues are likely seasonal.

This next table defines what's covered:

Turbine Size	Typical Structures
Tiny	1 high-tech cottage or shop (500 square ft), 3 such cottages or shops but low tech, or 1 low-tech house (2,000 square ft)
Small	1 high-tech house (1,500 - 2,000 square ft) or 1 low-tech building (5,000 square ft)
Medium	1 high-tech building (50,000 square ft), 3 low-tech buildings (150,000 square ft total), 25 high-tech houses, or 75 low-tech houses.

Income is both how much you make selling electricity and how much it costs to power a property if you're buying power. Typical monthly income equals 5 sp for the Tiny turbine, 2 gp for the Small turbine, and 50 gp for the Medium turbine. These wind turbines are not profit sources. Rather, they are an infrastructure investment.

STEAMGEAR

Below is some extra steamgear to complete RPG, pages 174-175.

ALCHEMICAL CHARGE: This large metal and glass apparatus holds 2 alchemical reagents in separate vials. Activating the device causes the reagents to mix in a separate chamber. Once the reagents mix, a reaction builds until it explodes. Once triggered. the Alchemical charge explodes in 1d10 rounds dealing 5d6 fire damage, or ½ damage if Reflex resists. Price: 500 gp

BLASTING OIL: This clear odorless liquid has been the death of many alchemists. Also known as pyroglycerine, this oily substance detonates at the slightest provocation. It is used primarily in industrial and mining operations and is usually mixed on site due to the danger of exploding during transport. A vial of blasting oil (roughly 4 oz) deals 1d8 fire damage in a 5 ft radius. Each additional vial of blasting oil causes +1d8 damage (max 10d8) and increases the blast radius by +5 ft (max 30-ft radius).

Blasting oil is extremely unstable. Striking a container of it hard enough to deal damage will detonate it. Jarring a container of blasting oil significantly, such as dropping or kicking a box containing vials of blasting oil, may also cause it to detonate. When jarred, it has a 1 in 12 chance of exploding. Price: 60 gp per vial.

BLOWTORCH: This small handheld device uses a tank filled with pressurized furnace oil. When lit, the torch produces a small but intense flame used in metalworking. Each canister lasts for 30 minutes and costs 5 sp to refill. A blow torch can act as an improvised weapon that deals 1d6 fire damage per use (Reflex resists). Price: 15 gp.

GRENADE: This beefed up powder bomb is encased in a metal or heavy ceramic shell and topped with a simple clockwork detonator allowing it to be triggered in inclement conditions with ease. Once triggered, the grenade detonates 3 rounds latter dealing 2d8 fire damage within a 10-ft-radius sphere, or ½ damage if Reflex resists. It has a 10 ft range. Price: 200 gp.

PENNY BIKE: This petal-driven 2-wheeled conveyance is popular in urban and rural areas where there are wide smooth roads. Cyclists can travel up to 10 miles per hours, and doing so costs only 2 vitality, or 1 vitality on a successful DC 10 Endurance check per hour. These bicycles require relatively smooth even roads; uneven terrain increases the DC by +5 or more. Price: 25 gp.

KINOTROPE: A kinotrope is a modified analytical engine used for entertainment and advertisement. This analytical engine controls a screen comprised of a grid of painted wood or porcelain panels clicking about, each in turn, behind leaded sheets of beveled glass. The panels form pixels, and the pixels are spun by the analytical engine to orient a specific color forward, resulting in physical pixels in a giant display creating ether still images or even moving pictures. Most are monochrome. The resolution depends on the size of the screen. A few expensive and complicated marvels are capable of multiple colors.

A kinotrope reads a stack of punch cards in automated succession much like a standard Analytical engine in order to map which pixels to spin at which time. Price: 2,000 gp (monochrome) or 4,000 gp (polychrome).

SCOPE, RIFLE: This precision spyglass can be mounted to a rifle. Using a scope reduces range increment penalties to -2 per range increment instead of -5. Price: 300gp.

STEAM BOAT, IRON SHOD: As a warship (RPG, page 170) but travels consistently 30 miles per hour, day and night, regardless of weather conditions, although exceptional currents will speed or slow it. The ship's armor plating grants it DR 10. Price: 45,000 gp.

STEAM CANISTER: This steel cylinder is 2 ft high and 6 inches wide. It weighs 12 pounds, or 16 pounds full, and costs 30 gp. A full canister contains 5 uses. Refilling costs 2 gp. A 3-ft flexible steel hose with steel clamps, also required, costs 75 gp. Cost: 105 gp total.

STEAM LANCE: This 7-ft-long steel polearm weapon sports a mechanical socket that accepts a "tip", which is a steam-propelled explosive. The weapon has an 80 ft range and a standard tip costs 1 gp and delivers 2d6 damage. Loading a tip takes 2 rounds, or a move action if you know Attach Tip. Reflex resists. Cost: 125 gp.

Electrotech

Add these electrotech devices to options described in the Radiance Players Guide, Chapter 9, pages 176-189.

← Power Sources →

Battery Backpack

This battery to-go powers other devices.

Details: This 10-pound unit sits on your back and includes 5 ports to link to other devices such as an electrotech scanner or neural shocker. These devices draw from the battery their usual energy point requirement. The backpack also includes free space for up to 15 pounds of adventuring gear typical of the Basic Pack (RPG, page 153).

Battery: Small (15 ep) ; Usage: See above.

Creation: 150 gp ; must pass a DC 12 Technics check.

Price: 300 gp.

Generator

This device turns steam power into electricity.

Details: This small steam engine turns a dynamo to generate electricity. The engine consumes 1 gallon of furnace oil and 2 gallons of water per hour. The device weighs 25 pounds empty and can hold 5 gallons of oil plus 10 gallons of water in an attached boiler.

A steam engine may fail due to insufficient fuel or water, excessive pressure, a puncture, or engine failure. Escaping steam from pipes and boilers inflicts 1d6 damage per round to adjacent targets.

Running the generator delivers 2 ep per hour. Generators are noisy and produce large quantities of smoke and steam.

Battery: None ; Usage: N/a

Creation: 500 gp ; pass a DC 10 Technics checks.

Price: 1,000 gp.

Steam Plant

This huge device turns steam power into electricity.

Details: This huge steam engine turns a dynamo to generate electricity. The engine consumes 5 gallons of furnace oil and 10 gallons of water per hour. The device weighs 2 tons empty and can hold 100 gallons of oil plus 200 gallons of water in an attached boiler.

A steam engine may fail due to insufficient fuel or water, excessive pressure, a puncture, or engine failure. Escaping steam from pipes and boilers inflicts 1d6 damage per round to adjacent targets.

Running the steam plant delivers 10 ep per hour. Steam plants are noisy and produce large quantities of smoke and steam.

Battery: None ; Usage: N/a

Creation: 5,000 gp ; pass a DC 15 Technics checks.

Price: 10,000 gp.

Wind Turbine

This tower with large blades converts wind power into electricity.

Details: Wind turbines easily power homes and businesses when the wind blows. They have large steel rotor blades that sit atop a triangular steel tower. They come in 6 sizes, as shown in this table:

Turbine Size	Coverage	Price	Rotor Size*	Tower Height	Plot Size
Tiny	1 cottage	500 gp	13 ft	20 ft	10 x 10 ft
Small	1 house	1,000 gp	23 ft	60 ft	15 x 15 ft
Medium	1 building	10,000 gp	90 ft	100 ft	25 x 25 ft
Large	400 homes	60,000 gp	210 ft	210 ft	20 x 20 ft
Huge	1,500 homes	120,000 gp	300 ft	240 ft	30 x 30 ft
Colossal	3,000 homes	250,000 gp	375 ft	300 ft	50 x 50 ft

* Rotor size is diameter.

In the table, under "coverage", 1 cottage is 500 square ft, 1 house is 1,500-2,000 square ft, and 1 building is 50,000 square ft. Plot size indicates room for the base of the tower, and there must always be ample space around a rotor exceeding its diameter. Of course, turbines rely on wind—13+ mph—and need batteries to store energy when wind doesn't blow. Each wind turbine comes with a battery (RPG, page 176) of the same size category as the turbine.

See page 169 under "wind plot" for an example business property that generates power using a wind turbine.

← Battlements →

Chatter Saw

This cutting tool can easily be turned into a horrifying weapon.

Details: This 15-pound contraption sports either a round-toothed blade or a toothed chain that is spun at high speeds by a small but powerful motor. The saw's teeth are commonly reinforced with adamantine. These devices are intended for industrial cutting tasks but many be modified (illegally) for use as weapons.

When attacking with a chatter saw, you suffer a -5 on attack rolls. A chatter saw deals 2d12 slashing damage and bypasses ½ the target's DR. Fortitude resists. Similarly, when used as part of Sunder, a chatter saw ignores an target's DR. Chatter saws are very noisy.

Battery: 2 Tiny (2 ep each) ; Usage: 2 ep/minute.

Creation: 500 gp ; pass a DC 10 Technics check.

Price: 1,000 gp.

Dive Suit

This sealed full-body suit protects against the sea's crushing depths.

Details: This bulky 180-pound suit is made from many layers of rubberized cloth. The suit includes rubber gloves, weighted boots, and a helmet made of copper or brass with a glass faceplate plus a thermostat, pressure gauge, and 2 tanks of compressed air that keep the suit inflated and let you to breathe comfortably for 2 hours. Donning or removing this suit takes 10 minutes and requires an assistant. You are completely protected against the crushing depths up to 600 ft (100 fathoms), but suffer a -5 penalty on all Dexterity-based skill checks while wearing it. Batteries power the suit's tanks and keep you warm or cool as desired. The suit is DR 2. Damage that surpasses the suit's DR will tear it, causing it to breach and fill with water in 1d4 rounds. For that reason, it is ill-suited to combat.

Battery: Small (15 ep) ; Usage: 1 ep/10 minutes.

Creation: 1,500 gp ; must pass a DC 15 Technics check.

Price: 3,000 gp

Dive Suit, Armored

This sealed, armored suit protects against the crushing depths of the sea.

Details: This bulky 500-pound suit is made from layers of steel reinforced with adamantine. The suit is basically an articulated metal shell with a reinforced glass faceplate, thermostat, pressure gauge, head lamp, small ballast tank, and 4 tanks of compressed air that let you breathe for 6 hours. Some armored dive suits come equipped with telegraph lines (RPG, page 180) to facilitate communication with a vessel or platform at the water's surface. Donning or removing the suit takes 20 minutes and requires 2 assistants. The wearer is completely protected against the crushing depths up to 1200 ft (200 fathoms). When above water, you can only inch forward at a rate of 5 ft per round unaided and the suit's bulk and poor articulation inflict a -20 penalty on Dexterity-based skill checks. When submerged, the suit still inflicts a -10 penlty on Dexterity-based skill checks. Batteries power the suit's tanks, keep you warm, and power the lamp. The suit is DR 12. Damage that surpasses the suit's DR will breach the suit and cause it to fill with water in 1d4 rounds.

Battery: 2 Small (30 ep) ; Usage: 1 ep/10 minutes; the head lamp consumes 2 ep/hour.

Creation: 3,000 gp ; must pass a DC 20 Technics check.

Price: 6,000 gp.

Electro-Claw

This electrified glove rakes foes.

DETAILS: This metal device fits snuggly over your right hand (90%) or left hand (10%). While worn, you are considered armed with a natural weapon and the gauntlet inflicts 1 wound damage. Fortitude resists. Deploying or retracting the claws is a move action. While worn, the claw inflicts a -2 penalty on skill checks that involve use of your hands.
BATTERY: Tiny (2 ep) ; USAGE: 1 ep/2 minutes.
CREATION: 1,000 gp ; must pass a DC 12 Technics check.
PRICE: 2,000 gp

Electro-Gauntlet

This electrified glove smashes foes.
DETAILS: This metal device fits snuggly over your right hand (90%) or left hand (10%). While worn, you are considered armed with a manufactured weapon and the gauntlet inflicts 1d4 bludgeoning damage + 2 electrical damage, with a +1 bonus on your attack roll or a +5 bonus versus metal-clad targets due to its electrical charge. Add your Strength modifier to the damage roll. Fortitude resists. Activating it or shutting it off is a swift action.
BATTERY: Tiny (2 ep) ; USAGE: 1 ep/2 minutes.
CREATION: 1,000 gp ; must pass a DC 12 Technics check.
PRICE: 2,000 gp

Galvanic Blade

This longsword delivers a major electric jolt.
DETAILS: This 6-pound longsword has 2 modes. When inactive, it acts as a standard longsword. When active, the blade crackles and hums with power and adds +1d6 electrical damage to its attacks. Apply a +5 bonus on your attacks against metal-clad foes.
BATTERY: 2 tiny (2 ep each) ; USAGE: 1 ep/hit.
CREATION: 1,000 gp ; pass a DC 14 Technics check.
PRICE: 2,000 gp.

Ionic Shield

This vest boosts your defenses.
DETAILS: While worn and activated, this vest boosts your Fortitude, Reflex, and Will by +2. While inactive, or while the battery is drained to 0 energy points, you lose the bonus.
BATTERY: Small (15 ep) ; USAGE: 3 ep/attack against you (whether an attack hits or misses).
CREATION: 2,500 gp ; must pass a DC 15 Technics check.
PRICE: 5,000 gp.

Magnetic Inversion Harness, Light

This Light armor projects a protective magnetic field.
DETAILS: This studded leather armor (DR 3) weighs 25 pounds and is heavily insulated and shot through with nearly 1 mile of incredibly fine copper wire. When the armor is activated, current flowing through the wire induces a powerful magnetic field, granting you +2 DR to resist attacks made with metallic weapons.
BATTERY: 3 Tiny (2 ep each) ; USAGE: 1 ep/minute.
CREATION: 1,000 gp ; pass a DC 15 Technics check.
PRICE: 2,000 gp.

Magnetic Inversion Harness, Medium

This Medium armor projects a protective magnetic field.
DETAILS: This breastplate (DR 5) weighs 35 pounds and is heavily insulated with several small but powerful electromagnets mounted within. When the armor is activated, current flowing through the wire induces a powerful magnetic field, granting you +3 DR to resist attacks made with metallic weapons.
BATTERY: 1 Small (15 ep) ; USAGE: 3 ep/minute.
CREATION: 4,000 gp ; pass a DC 20 Technics check.
PRICE: 8,000 gp.

Magnetic Inversion Harness, Heavy

This Heavy armor projects a protective magnetic field.
DETAILS: This suit of half-plate armor (DR 7) weighs 55 pounds and is heavily studded with powerful electromagnets within. When the armor is activated, current flowing through the wire induces a powerful magnetic field, granting you +4 DR to resist attacks made with metallic weapons.
BATTERY: 2 Small (15 ep each) ; USAGE: 6 ep/minute.
CREATION: 15,000 gp ; pass a DC 24 Technics check.
PRICE: 30,000 gp.

Magnetic Repulsor

This device pushes away foes.
DETAILS: This 12-pound, bizarre-looking Heavy weapon causes creatures within 20 ft to be pushed back 20 ft and knocked prone. Fortitude resists. A creature that's pushed against a wall suffers impact damage instead, and a creature that's pushed over an edge will fall. Targets in metal armor suffer a -5 penalty to resist.
BATTERY: Small (15 ep) ; USAGE: 3 ep/use.
CREATION: 2,500 gp ; must pass a DC 15 Technics check.
PRICE: 5,000 gp.

Neural Overloader

This device stuns a nearby foe.
DETAILS: This 12-pound Heavy weapon stuns 1 target within 15 ft. Fortitude resists.
BATTERY: Small (15 ep) ; USAGE: 5 ep/use.
CREATION: 2,500 gp ; must pass a DC 15 Technics check.
PRICE: 5,000 gp.

Neural Shocker

This device dazes a nearby foe.
DETAILS: This 12-pound Medium weapon dazes 1 target within 15 ft. Fortitude resists.
BATTERY: Small (15 ep) ; USAGE: 3 ep/use.
CREATION: 1,000 gp ; must pass a DC 15 Technics check.
PRICE: 2,000 gp.

Phantomic Disrupter

This weapon easily harms incorporeal beings.
DETAILS: This 12-pound Medium gun projects 2d6 electrical damage to 1 foe within 30 ft, or ½ damage if Reflex resists. Also, it ignores the incorporeal state of ghosts and similar beings, and such beings must also resist using Fortitude or be dazed for 1 round.
BATTERY: Small (15 ep) ; USAGE: 3 ep/use.
CREATION: 1,000 gp ; pass a DC 15 Technics check and a DC 12 Arcana check.
PRICE: 2,000 gp.

Shock Blade

This short sword delivers a minor electric jolt.
DETAILS: This 4-pound short sword has 2 modes. When inactive, it acts as a standard short sword. When active, the blade hums with power and adds +1d4 electrical damage to its attacks. Apply a +5 bonus on your attacks against metal-clad foes.
BATTERY: 2 Tiny (2 ep each) ; USAGE: 1 ep/2 hits.
CREATION: 500 gp ; pass a DC 12 Technics check.
PRICE: 1,000 gp.

Shock Prod

This metal rod delivers a major electric jolt.
DETAILS: This 4-pound metal rod is connected to a battery pack by a long cable. The rod itself is made of bronze and steel with a forked end and an insulated handle. When the switch is thrown, the rod hums with power. The shock prod deals 2d6 electrical damage. Reflex resists. If struck, a target must also resist using Fortitude or be blown back 1d3 x 5 ft and fall prone. Apply a +5 bonus on your attacks against metal-clad foes.
BATTERY: 4 tiny (2 ep each) ; USAGE: 2 ep/hit
CREATION: 2,000 gp ; pass a DC 12 Technics check.
PRICE: 4,000 gp.

Shoulder Launcher, Alpha

This device launches small missiles.

Details: To use this Medium 8-pound electrotech weapon, you load it with 1 small missile, place it on your shoulder, target a space using its built-in site, and fire. You specify a space along a 120-ft line where the weapon projects and detonates 1 ammunition "butt" as a standard action. A target in the detonation space suffers 1d8 damage + 1 point per level (max +5). Others within 10 ft suffer ½ damage. Reflex resists. Each set of 10 small butts costs 2 gp and weighs 3 pounds. Typically, you wear the butts on a bandolier or backpack.

Battery: Small (15 ep) ; Usage: 1 ep/use.

Creation: 2,500 gp ; must pass a DC 15 Technics check.

Price: 5,000 gp.

Shoulder Launcher, Delta

This device launches large missiles.

Details: This Large 12-pound electrotech weapon works like the "alpha" shoulder launcher (above), except is uses1 large missile and inflicts 5d6 damage to all creatures within a 15-ft sphere around the target space. Reflex resists for ½ damage.

Battery: Small (15 ep) ; Usage: 2 ep/use.

Creation: 5,000 gp ; must pass a DC 15 Technics check.

Price: 10,000 gp.

Shoulder Launcher, Zeta

This device launches small missiles that chase targets.

Details: This works like the "delta" shoulder launcher (above) except it locastes on its own the closest living Small or larger creature within 120 ft. You need line of effect but not line of sight to the foe. Each round on your turn for 3 rounds starting on the 1st, the foe must resist using Reflex, provided it is within 120 ft of its previous space. If it fails, the missile detonates in its space to inflict 10d6 damage and the effect ends. After 3 rounds without locating a target, the missile self-destructs without detonating. If there is no applicable target in the area, or the target can mask its body heat or its body temperature is the same as the ambient temperature, then the device fails and there is 1 in 12 chance that the rocket returns to strike you instead.

Battery: Small (15 ep) ; Usage: 3 ep/use.

Creation: 12,500 gp ; must pass a DC 21 Technics check.

Price: 25,000 gp

Wave Blaster

This weapon blasts all foes in front of you.

Details: This 7-pound Small wand-shaped weapon delivers 4d6 electrical damage in a 15-ft cone. Reflex resists for ½ damage. The blaster is tethered to a 10-pound battery unit worn as a small backpack that affords room for a standard backpack.

Battery: Small (15 ep) ; Usage: 3 ep/use.

Creation: 2,500 gp ; must pass a DC 15 Technics check.

Price: 5,000 gp.

← Communicators →

Beacon Satellite

This device sends out repetitive signals.

Details: Also called a "sput", this 2-ft diameter, 185-pound device consists of a central polished sphere and 4 external antennas. When activated, the device broadcasts a prerecorded message of 200 words (1 page) on each of 4 radio channels picked up by any ordinary radio receiver (RPG, page 180) for 90 days or until recharged.

Typically, this device is mounted on a tower or other high spot with line-of-sight. When so mounted, its range is 5 miles. Or, when placed 100 miles up in orbit around a standard world, it orbits and transmits clearly over a 500-mile-diameter area every 90 minutes. For larger or smaller worlds, adjust the orbit time accordingly.

Messages are encoded on cards; opening a control panel and switching cards requires a DC 15 Mechanics check. Changing a card in the Void can be extra challenging.

Battery: 3 Small (15 ep each) ; Usage: 1 ep/2 days.

Creation: 5,000 gp ; pass a DC 18 Technics check.

Price: 10,000 gp.

Phantomic Transceiver

This compact device allows you to communicate with ghosts and other incorporeal beings.

Details: This modified transceiver incorporates rare crystal diodes and esoteric circuit designs to pick up on the "phantom spectrum" rather than the usual radio spectrum. Typically, you wear this 20-pound device as a backpack or stand it on a sturdy table. When switched on, it has 2 modes: send or receive. Pressing a button to switch modes is as a swift action.

Send: When you broadcast on the "phantom spectrum", the signal is heard by ghosts, other incorporeal entities, and other phantomic transceivers within ½ mile that are switched on and in the receive mode.

Receive: This mode picks up on incorporeal entities, allowing them to easily speak with you in the Mundane Realm. The transceiver can pick up on emanations of such creatures within a 100 ft radius, or within a 2 miles radius for creatures above 10th level. This mode also picks up other phantomic transceivers within ½ mile.

Signals sent and received by a phantomic transceiver are often garbled or out of sequence. The chance of a clear signal is only 30% + 3% per level. Fortunately, a sensitive person or skilled operator can clarify the signals by tuning into "sub-spectrums" with 10 minutes of work and a either a DC 25 Insight or Technics check.

Battery: Small (15 ep) ; Usage: 1 ep/round.

Creation: 4,000 gp ; pass a DC 25 Technics check and a DC 12 Arcana check.

Price: 8,000 gp.

Tracking Box

This device picks up a tracking tag's location.

Details: This compact 4-pound device picks up signals from tracking tags (below). When activated, you turn 3 dials to indicate a 3-digit code. When the tracking box picks up a signal from a tracking tag with that code, it alerts you and indicates the distance and direction to that tag. The accuracy per round is 70% with line of sight and a 1-ft antenna, or 30% otherwise—optionally, after 2 minutes of concerted effort (and a DC 12 Technics check), the accuracy is 90%. If multiple tags have the same 3-digit code, the box points you to the nearest tag.

Battery: 2 Tiny (2 ep each) ; Usage: 1 ep/8 hours.

Creation: 250 gp ; pass a DC 12 Technics check.

Price: 500 gp.

Tracking Tag

This device transmits its location.

Details: This ½-pound device can be attached to a collar, jacket, scabbard, vase or so forth. Once activated, it transmits a radio signal out to a distance of 10 miles with line of sight and a 1-ft antenna, or 2 miles otherwise, including underground or indoors but not shielded by lead. Note that the antenna need not be obvious. For example, a tag attached at the bottom of a scabbard might have an antenna that runs up the scabbard's length, hidden from sight. Each tag is tuned to 1 channel and sends a 3-digit unique code. This tag can be placed inside the body on a DC 12 Heal check, or DC 18 if you wish to hide any sign of insertion except against an opposed Heal check. These body tags lack an antenna and thus have limited range.

Battery: 1 Tiny (2 ep) ; Usage: 1 ep/month.

Creation: 50 gp ; pass a DC 12 Technics check.

Price: 100 gp.

Transmat Satellite

This device sends and receives radio signals long distances.

Details: This huge device weighs 2 tons and is the size of a large electric carriage, perhaps a 10-ft cube or 10-ft-diameter sphere. It works like a beacon satellite (above) except each of the 4 antennas can either receive or broadcast radio signals. The signals have a dis-

tance out to 5 miles if the transmat is placed on a ground tower or over a 500-mile -diameter area (every 90 minutes) if placed in standard orbit. Sending signals to the relay requires a radio tower. The satellite relies on a Tiny nucleonic plant for endless power. Barring a special event, the chance of failure is only 1% per year.

BATTERY: 3 Small (15 ep each) ; USAGE: 2 ep/day ; RECHARGE: Tiny nucleonic plant (2 ep/ day).

CREATION: 25,000 gp ; pass a DC 27 Technics check.

PRICE: 50,000 gp.

← Conveniences →

Cardwright

This device creates special data cards.

DETAILS: This 8-pound device looks like a slim manual typewriter with both alphabetic and iconographic buttons. It takes in a continuous ream of perforated card stock, and as it advances methodically down each card, the user types to complete rows of data that may be a date, name, race, sex, address or so forth. Each card holds 20 entries and takes 2 minutes to complete. These cards can then be used in a variety of devices such as a mnemonic cabinet. Each card, called a duck, weights 1/10th of a pound and costs 1 cp. Every d100 cards, the device jams and requires 10 minutes and a DC 12 Technics check to repair.

BATTERY: Small (15 ep) ; USAGE: 1 ep/100 cards.

CREATION: 250 gp ; pass DC 18 Technics check.

PRICE: 500 gp.

Data Tag

This microscopic device holds data.

DETAILS: This ¼-pound flat tag can be affixed to any object or even inserted under the skin. It has no batteries and is dormant until a data wand passes over it, awakening it for 1 round to transmit its data, which is limited to 64 characters (approximately 10 words). Animals, constructs, and people are just as likely as objects to host a tag. Typical data is the animal's or object's name and the owner's address and/or name.

BATTERY: None ; USAGE: N/a

CREATION: 5 sp ; pass a DC 12 Technics check.

PRICE: 1 gp.

Data Wand

This hand-held device reads data tags.

DETAILS: When waved over an adjacent target with a data tag (above), this 1-pound fist-sized device reports the tag's contents on a simple display. If there is no tag or no data, then the device reports that.

BATTERY: 1 Tiny ; USAGE: 1 ep/1200 uses (lasts 1 week when used 30x per hour in an 8-hour day)

CREATION: 25 gp ; pass a DC 12 Technics check.

PRICE: 50 gp.

Electrotech Scanner

This device reports if other electrotech devices are present.

DETAILS: This 2-pound meter reports whether electrotech is present within a 30-ft cone area. If you scan the same area a 2nd time, you learn the location to within 5 ft and may figure out the category of the most expensive piece of electrotech present, if any. Categories include battlement, communicator, convenience, mind machine, and transport. You learn the category on a successful DC 18 Technics check. The meter is tethered to a 10-pound battery unit worn as a small backpack that affords room for a standard backpack.

BATTERY: Small (15 ep) ; USAGE: 1 ep/use.

CREATION: 1,000 gp ; must pass a DC 12 Technics check.

PRICE: 2,000 gp.

Galvanic Torch

This device uses galvanic forces to bond metal.

DETAILS: This hand-held 3-pound wand is connected to a belt-mounted 2-pound battery pack; and during operation, an alchemical cartridge is fed through the wand. When activated and brought close to a conductive surface such as metal, the wand throws a 6-inch electric ray. The ray can cut or fuse metal and is a handy tool for repair or fabrication. Users must wear insulated gloves to avoid electrocution. These welding gloves cost 10 gp. A galvanic torch can be used as an improvised weapon dealing 1d6 electrical damage. Reflex resists. When used against objects, the torch ignores DR.

BATTERY: 2 Tiny (2 ep each) ; USAGE: 1 ep/5 minutes.

CREATION: 400 gp ; pass a DC 15 Technics check.

PRICE: 800 gp.

Glib Pack

This compact device imparts knowledge on the go.

DETAILS: This 2-pound helmet houses a built-in ear piece and a cable that extends down like a braid to a backpack that houses a 7-pound mini-technocrat loaded with adventure-relevant lore. There is also a 2-pound controller, worn on a forearm, that sports 28 buttons plus an on/off button. Each button corresponds to a different Intelligence-based sub-skill. While activated, you press a relevant button and the mini-technocrat informs you of key concepts and factoids for 2 minutes via the ear piece. After listening, you enjoy a +5 bonus on your next skill check based on that sub-skill made within the next 2 minutes.

BATTERY: 3 Tiny (2 ep each) ; USAGE: 1 ep/use.

CREATION: 10,000 gp ; must pass a DC 24 Technics check.

PRICE: 20,000 gp

Grapnel

This device establishes a tethered anchor point.

DETAILS: You may fire this 12-pound gadget at a solid surface within 30 ft as a standard action, pulling yourself into the space next to the anchor point and remaining there until you remove the anchor as a swift action. If the anchor is in a soft surface such as mud, there is a 50% chance for the grapnel to fail.

BATTERY: Small (15 ep) ; USAGE: 3 ep/use.

CREATION: 1,000 gp ; must pass a DC 12 Technics check.

PRICE: 2,000 gp.

Grounder Belt

This protects against electrical attacks.

DETAILS: While worn, this 1-pound belt grants you +5 DR versus electrical attacks.

BATTERY: None ; USAGE: N/a

CREATION: 200 gp ; must pass a DC 12 Technics check.

PRICE: 400 gp.

Infra-Sight

This tiny eye sensor reveals heat signatures.

DETAILS: This fits over 1 eye like an eye-patch. As a move action while worn, you learn the locations within line of sight out to 30 ft of living creatures and mundane and magical heat sources including steamgear and electrotech that are active. This also reveals targets cloaked by magical invisibility. The sensor does not reveal details. If used while you are in sunlight, you are blind until you shut off the sensor. If a target can mask its body heat, or if its body temperature is the same as the ambient temperature and doesn't move spaces, then the device fails to detect it. Wearing this while it's inactive inflicts a -2 penalty on your Perception checks.

BATTERY: Tiny (2 ep) ; USAGE: 1 ep/3 uses.

CREATION: 2,500 gp ; must pass a DC 15 Technics check.

Price: 5,000 gp.

Loud Speaker

This device raises sound volume.

DETAILS: This 1-ft cube speaker box raises the volume by 100x for any electric instrument or microphone plugged into it. This extends a sound effect's range by 10x. Amplified music inflicts a -5 penalty on Music checks. Electronic versions of musical instruments cost +300 gp.

BATTERY: Small (15 ep) ; USAGE: 1 ep/minute.

CREATION: 400 gp ; pass a DC 15 Technics check.

PRICE: 800 gp.

Magnetized Boots

These heavy cumbersome boots let you to adhere to ferrous metals.

DETAILS: This 5-pound pair of metal-shod boots boast thick inflexible soles. When worn, the boots increase your height by 6 inches and reduce your speed by 5 ft. The soles house powerful electromagnets connected by thick cables to a battery and control box situated on a belt that you wear as well. Activating the device turns on the electromagnets. The device typically has 2 modes: low power and a high power.

LOW POWER: This mode causes you to adhere to ferrous (iron-containing) surfaces, but not so strongly that lifting a foot is impossible. This mode is normally used to afford "normal" movement in weightless environments such as the Void. This mode is not quite enough to overcome "normal" gravity but it does grant a +5 bonus on Climb checks made over ferrous materials.

HIGH POWER: This mode causes the boots to stick fast to ferrous (iron-containing) materials, easily overcoming gravity and allowing you to "stand" even while completely upside-down. While activated, you cannot be knocked prone while standing on a ferrous material. The high power mode effectively makes walking impossible. Just shuffling across a ferrous medium at a 5 ft speed requires a successful DC 25 Athletics check. You can manually shut off individual boots to allow a stilted walking motion. Doing so takes 1 full round and affords a 5 ft speed.

BATTERY: 2 Tiny (2 ep each) ; USAGE: 1 ep/10 minutes (low power) or 1 ep/minute (high power).

CREATION: 250 gp ; pass a DC 15 Technics check.

PRICE: 500 gp.

Mnemonic Cabinet

This device stores and sorts data.

DETAILS: Also called an auto-sort or duck-stove, this 600-pound device sorts through a large set of specially prepared cards (called ducks) to locate whichever cards meet the user's criteria. The cabinet is a 5-ft-cube steely contraption on wheels. It includes 4 buttons: red "on", black "off", green "sort", and blue "reset". The user specifies up to 3 criteria such as age, sex, and race by inserting a reference card into a slot. The auto-cabinet then reads through all its loaded cards, pulling those that meet all 3 criteria. The pulled cards move into an output tray for manual inspection by the user. The cabinet holds up to 5,000 cards total and the output tray holds up to 500 cards at a time. If sorting gathers more than 500 cards, the devices stops sorting at that point and sounds a buzzer. Sorting 1 card is a move action, and sorting through 5,000 cards takes approximately 4 hours. The device's weight is 300 pounds + 1 pound per 10 cards. When the user presses the "reset" button, all cards in the output tray move back into main storage. After every d100 sorts or resets, the machine jams and requires 4 hours to repair with a DC 18 Technics check. You can create cards using a cardwright (page 173).

BATTERY: 1 Small (15 ep) ; USAGE: 1 ep/ hour ; RECHARGE: Small nucleonic plant (5 ep/ 8 hours or 15 ep/day)

CREATION: 10,000 gp ; pass DC 25 Technics check.

PRICE: 20,000 gp.

Phantomic Spectrometer

This device reveals the presence and strength of incorporeal beings.

DETAILS: This 5-pound wand, when activated and waved over a 5-ft space, draws upon its rare crystals and esoteric circuit to register on its gauge the presence of phantomic energy, denoted as "phantomes". The gauge only notes the presence and relative strength of the energy. It reveals whether an incorporeal creature is present in that space, or was present in that space within the past 3 rounds, 5 minutes, 1 hour or 24 hours, and also its level with a limited accuracy of +/- 1d4 levels (min level 1).

BATTERY: 2 Tiny (2 ep each) ; USAGE: 1 ep/10 uses.

CREATION: 2,500 gp ; pass a DC 15 Technics check and DC 12 Arcana check.

PRICE: 5,000 gp.

Phantomic Viewer

This device gives a face to incorporeal beings.

DETAILS: This bulky 30-pound device resembles a full-length mirror, except its viewing glass is a transparent smoky crystal and its perimeter is spun copper wire and glowing electrotech elements. The odd viewing glass is actually 2 panes of clear glass with a solution of radiance and rare crystal powders suspended between them.

When activated, the solution becomes reactive and fluoresces in the presence of the incorporeal, outlining any such creatures present beyond the glass in wispy blues and greens. The visages spied in the viewer rarely resolve into anything but vague splotches and rough outlines unless they come within 5 ft of the viewer, in which case you see them clearly.

BATTERY: 1 Small (15 ep) ; USAGE: 1 ep/minute.

CREATION: 1,500 gp ; pass a DC 15 Technics check and a DC 10 Arcana check.

PRICE: 3,000 gp.

Phantomic Spectacles

These wondrous spectacles give a face to the incorporeal.

DETAILS: These dense, over-sized spectacles are surrounded in spun copper wire, and a solution of radiance and rare crystal powders are suspended between the twin lenses for each eye.

When activated, the solution becomes reactive and fluoresces in the presence of incorporeal beings, outlining any such entities present beyond the lenses in wispy blues and greens. The images seen in the lenses rarely resolve into anything but vague splotches and rough outlines unless they come within 5 ft of the viewer, in which case you can see them clearly.

BATTERY: 1 tiny (2 ep) ; USAGE: 1 ep/4 minutes.

CREATION: 4,000 gp ; pass a DC 15 Technics check and DC 10 Arcana check.

PRICE: 8,000 gp.

Phantomic Energy Sink

This device draws in and holds incorporeal beings.

DETAILS: This 4-pound device resembles an over-sized ornate bull's eye lantern. Inside it are rare crystals and a copper-wrapped core. When activated and its front shutter opened, the sink draws in incorporeal entities like a magnet.

You can target 1 incorporeal creature with 30 ft per round, and when you first target a creature, it must be dazed (such as after taking wound damage). If it is dazed, and you beat its Fortitude, it is drawn 5 ft closer to the sink. After you affect it once in a 5-minute period, it need no longer be dazed, and you enjoy a +1 cumulative bonus per round to beat its Fortitude. If the target successfully resists on a given round, you can pick up where you left the next round. When the target is finally adjacent to the sink, it is drawn into it.

Once within the sink, the creature is trapped so long as the device remains activated. If the device is shut off or otherwise suffers a power disruption, the creature can escape on its next turns as a stan-

dard action on a successful DC 12 Mechanics check.

A sink can hold 1 creature at a time, and once per hour, a trapped creature can attempt to break free with a DC 20 Athletics check. If it escapes, the sink is inactive until it is repaired on a DC 18 Technics check.

BATTERY: 3 Tiny (2 ep each) ; USAGE: 1 ep/round (while drawing in a target) or 1 ep/hour (while holding a target).

CREATION: 3,000 gp ; pass a DC 18 Technics check and a DC 15 Arcana check.

PRICE: 6,000 gp.

Phantomic Containment Chamber

This huge device holds a vast number of incorporeal beings.

DETAILS: This huge 1-ton contraption consists of multiple phantomic energy sinks (above) wired in sequence and housed in an iron shell. The chamber also has a special port that allows an individual phantomic energy sink to be safely emptied into it. Normally, the chamber can hold 100 levels worth of incorporeal creatures. Housing more is possible—this is called "overloading"—but doing so takes more energy and risks breaking the device. If the chamber breaks, is shut off or otherwise suffers a power disruption, the creatures within can escape starting on their next turn as a standard action as a DC 15 Mechanics check. Every level of escaped creature also inflicts 1d6 psychic damage within 40 ft of the device.

BATTERY: 4 Medium (120 ep each) ; USAGE: 15 ep/day (overloading increases the usage by +1 ep/day for every 5 levels above 100) RECHARGE: Small nucleonic plant (5 ep/8 hours or 15 ep/day)

CREATION: 15,000 gp ; pass a DC 24 Technics check and a DC 18 Arcana check.

PRICE: 30,000 gp.

Venesecter

This device analyzes blood samples.

DETAILS: Also called a blood-sight or phlebotomy kit, this 2½-ft-cube, 12-pound glass and metal box has a slot to accept 1 glass vial. The vial may be loaded with blood, hair, skin tissue or similar material—typically harvested from a donor or corpse—that is as small as a drop of blood or strand of hair (max 1 pound weight). When activated, the device spends 2 minutes analyzing the sample by bombarding it with mild electric signals, some of which bounce back to vibrate the device's crystals, which in turn register on 1 or more of 6 cathodes. The cathodes register sex (male or female), creature type (person or not), poison (present or not), disease (present or not), and vitality of the donor (under or over 10 vitality points). If the donor is a person, the user may run the device for an additional 1 hour to determine the person's race (such as dwarf or elf). The race must be familiar to the device, otherwise it registers "unknown race".

BATTERY: 2 Tiny (2 ep each) ; USAGE: 1 ep/10 uses.

CREATION: 2,500 gp ; pass DC 15 Technics check and DC 15 Heal check.

PRICE: 5,000 gp.

← Mind Machines →

Rabbitoid Focus

Targets suffer repeatedly from visits by a weird apparition.

DETAILS: This pendant emits pulses of limbic-scrambling stimuli that disorient 1 person within 30 ft who can see the pendant. The person immediately sees stranding in your space an apparition of a frightening monstrous humanoid—often a horrid bipedal rabbit for human targets. Only the target sees this. Moreover, if you beat his Will, he suffers 1 psychic damage/level (max 10) or ½ damage if Will resists. Afterward, exactly 2 minutes and 10 minutes later, the apparition revisits him in his mind. Each time, he must resist or again suffer damage. This damage is in the target's mind and bypasses DR though it never causes wound damage. You do not need to be present at the later times.

BATTERY: Tiny (2 ep) ; USAGE 1 ep/3 uses.

CREATION: 2,500 gp ; pass a DC 15 Technics check and DC 15 Heal check.

PRICE: 5,000 gp.

Recollection Inhibitor

This device wipes a target's ability to form long term memories.

DETAILS: This deceptively simple-looking 1-pound device consists of a hand-held emitter attached to an 11-pound battery pack by a long flexible cord. The emitter is mounted with a rare psionic crystal backed by a concave mirror to focus its effects. When activated, the battery energizes the crystal to emit a blinding pulse of light.

This pulse floods the minds of all people who see it, overloading their short-term memory. Those who fail to resist using Will are dazed for 1d3 rounds and lose the last 2d12 minutes of memory. Even those who successfully resist only recall generalities, not details. This device doesn't work against creatures in combat, and specially treated goggles (400 gp) block the effect. Indeed, the device's user must wear such goggles or similar protection or also forget.

BATTERY: Small (15 ep) ; USAGE: 5 ep/use.

CREATION: 10,000 gp ; pass a DC 20 Technics check.

PRICE: 20,000 gp.

← Transports →

Bathysphere

This vessel is capable of descending to incredible depths.

DETAILS: A bathysphere is a thick-walled spherical submersible designed to reach incredible depths. It has no engine and is lowered via a cable from a surface boat or submarine. It can comfortably hold 2 persons, supply air for 4 hours stored in compressed cylinders, and resist depths up to 3,000 ft (500 fathoms). More people reduces air, and going deeper risks catastrophic structural failure. A chamber lamp provides light for the interior and also sheds light beyond the sphere's small window to a distance of 5 ft (weak mode) or 15 ft (strong mode). Also, a telegraph facilitates communication with the surface. The telegraph's line runs inside the cable.

BATTERY: Small (15 ep) ; USAGE: 2 ep/hour (weak mode) or 2 ep/10 minutes (strong mode) for the lamp.

CREATION: 5,000 gp ; pass a DC 15 Technics check.

PRICE: 10,000 gp.

Jetcraft

This electrotech boat zooms on its own power.

DETAILS: This 30 ft x 15 ft metal boat weighs 1 ton and holds 3 passengers or ½ ton of cargo in addition to its driver. It is noteworthy for its lack of sails. It utilizes an electrotech engine (DR 16, 20 hp) that spins a propeller kept in the water, which pushes the craft. It has a maximum speed of 30 ft when coasting, 60 ft when powered on still water, or 90 ft when powered on a current. The pilot's controls include steering wheel, accelerator stick, flash lamp, and radio transceiver. It can ram targets for 1d6 damage per 10 ft of speed. It is not suitable for long-distance travel and is typically used for recreation by the wealthy.

BATTERY: 1 Medium (120 ep) ; USAGE: 1 ep/mile.

CREATION: 5,000 gp ; pass a DC 18 Technics check.

PRICE: 10,000 gp.

Monocycle

This battery powered cycle offers speed with style for 1 person.

DETAILS: A monocycle is a single massive motorized wheel with 1 Medium or Small driver seated inside the wheel. It is typically crafted from wood, brass, rubber, and tin. It relies on batteries rather than mounts or steam. The monocycle's console includes steering and propulsion levers as well as a compass and speedometer.

BATTERY: 3 Small (15 ep each) ; USAGE: 1 ep/20 minutes at 30 ft speed (max 250 ft speed; typically 9 ep/hour at a 90 ft speed).

CREATION: 2,500 gp ; pass a DC 15 Technics check.

PRICE: 5,000 gp.

Gyrocopter

This tin marvel plies the skies.

DETAILS: This flying vehicle includes a light-weight tin skeleton, a powerful electrotech motor, and a pair of blades on a rotor mounted above the pilot's eat. The motor turns the rotor and the twirling blades provide lift. A small propeller mounted behind the cockpit provides thrust. The open cockpit seats 2 persons. The gyrocopter weighs 500 pounds empty, has DR 4 and 30 hit points, and provides only 25% cover for the pilot and passenger, if any.

The cockpit features a steering and propulsion lever as well as a compass, speedometer, and altimeter. There's also an exterior lamp. When activated, the gyrocopter takes a full 3 rounds to get the rotor up to speed and off the ground. Moving at a speed of 30 ft drains the batteries after roughly 3½ hours.

The gyrocopter does not work with less than ½ atmospheric pressure (typically 20,000 ft) and if pushed above that limit will stall and fall for 1d4 rounds until it returns to sufficient air pressure. The gyrocopter can hover in place by expending 2 energy points per minute. Typical maneuvers require a DC 5 Pilot check. Complex, combat-oriented maneuvers and speeds above 60 ft require a DC 12 or higher check.

The gyrocopter is fragile and finicky. Any impact my cause it to stall. Whenever a gyrocopter is hit in combat roll 1d12; on a 1 the engine stalls and it begins to fall. Restarting the engine requires a standard action and DC 15 checks on Pilot and Technics.

BATTERY: 2 Medium (120 ep each) ; USAGE: 1 ep/5 minutes/5 ft speed (max 250 ft speed; typically 8 ep/ 5 minutes at 40 ft speed).

CREATION: 7500 gp ; pass DC 20 Technics check.

PRICE: 15,000 gp.

Spring Boots

These boots allow you to jump about.

DETAILS: This 8-pound gadget fits on your legs and propels you 30 ft upward, downward or diagonally without failure or harm as a move action. Ideally, you end your turn on a solid surface. Else, you suffer falling damage as usual. The boots are tethered to a 10-pound battery unit worn as a small backpack that still affords room for a standard backpack.

BATTERY: Small (15 ep) ; USAGE: 3 ep/use.

CREATION: 1,000 gp ; must pass a DC 15 Technics check.

PRICE: 2,000 gp.

Submersible

These vessels travel both above and below the waves.

DETAILS: This underwater vehicle is typically crafted from brass and steel, though some models are reinforced with mithral and adamantine and a few are made of ironwood. Most models rely on banks of batteries and the largest model relies on a nucleonic plant. See the table below regarding 5 popular models. Also see the customization options toward the end of this entry.

Submersibles are self-contained airtight craft that resist the pressure of the ocean's depths. They dive by filling ballast tanks with water. They surface by reversing the process. The depth a submersible can achieve depends on the model. All models have a form of steering wheel and controls for the ballast tanks.

Submersibles also come with a clock, compass, heater, periscope, pressure gauge, speedometer, and thermometer. The crew can read the temperature and pressure both inside and outside the submersible at all times. Most models have 1 air-tight compartment per 5 persons to prevent total inundation in the event of a hull breech. Otherwise, each 5-ft cube fills in 1 round.

Model	Crew + Passengers	Length x Width	Market Cost
Minnow	Pilot + 1	15 ft x 6 ft	15,000 gp
Stingray	5 crew+ 5 or 2.5 tons cargo	30 ft x 10 ft	30,000 gp
Shark	10 crew+ 10 or 5 tons cargo	120 ft x 15 ft	50,000 gp
Kraken	30 crew+ 12 or 10 tons cargo	200 ft x 20 ft	100,000 gp
Leviathan	40 crew+ 15 or 15 tons cargo	400 ft x 30 ft	200,000 gp

MINNOW: This cramped 2-person craft is ideal for brief jaunts. A single water-tight hatch affords entry and exit. The shell has DR 6 with 15 hit points per 5-ft-square area. A single chamber lamp lights the interior. Ports afford multiple viewing angles and exterior lamps provide illumination. A minnow has sufficient air for 4 hours stored in pressurized tanks and it holds rations and fresh water for 2 days.

STINGRAY: This submarine is great for a week of adventures. The shell has DR 6 with 15 hit points per 5-ft-square area. It has 1 access hatch, a cockpit area, and a passenger/engine compartment that can be sealed independently. Each compartment is lit by a chamber lamp. Ports allow the pilot and passengers to see while exterior lamps provide light. The pressurized tanks hold 6 hours of air, and the cargo hold is for rations and fresh water for the crew for 5 days. Passengers reduce air and rations accordingly.

SHARK: This is a combat model with DR 10 and 20 hit points per 5-ft-square area. The majority of sharks are military vessels but a few are scientific or pleasure craft for use in dangerous areas. This craft has a primary hatch and an emergency hatch. A shark has 4 compartments, all sealable. These include a small bridge, simple galley, sleeping quarters for crew and passengers, and an engine room. Each compartment is lit by a chamber lamp. The sleeping quarters double as cargo space and the crew work in shifts. The shark has relatively few viewports compared to smaller craft, limiting its external view. The vessel's galley has food and fresh water to last 1 month and it has sufficient air for 12 hours stored in pressurized tanks.

KRAKEN: Only a few of these massive craft exist. A kraken has DR 12 with 30 hit points per 5-ft-square area. It has 8 compartments including a bridge, galley, officers' quarters, engine room, crew sleeping quarters, passenger's quarters, and 2 cargo holds. Unlike the shark, the kraken's compartments are spread over 2 decks. Each chamber is lit by a chamber lamp, the sleeping quarters offer small cots and room for multiple hammocks. The kraken has supplies to last the crew for 2 months. It has sufficient air for 24 hours stored in pressurized tanks.

LEVIATHAN: This massive feat of engineering exists in the minds of daydreamers and on the drawing boards of a few ambitious and wealthy explorers and admirals. Rumor says a secret leviathan already plies the deep oceans. True or not, it has DR 12 with 30 hit points per 5-ft-square area with 12 compartments across multiple decks. The compartments include the kraken's set plus a greenhouse, dining hall, launch bay with a minnow, and an observation lounge that doubles as a ballroom. The leviathan's galley has supplies to last the crew for 4 months. It has sufficient air for 48 hours stored in pressurized tanks.

Model	Batteries (total ep)	Travel performance	Top speed	Max safe depth
Minnow	2 Medium (240 ep)	4 ep/mile	10 mph	102 ft (17 fathoms)
Stingray	4 Medium (480 ep)	8 ep/mile	15 mph	120 ft (20 fathoms)
Shark	5 Medium (600 ep)	10 ep/mile	20 mph	210 ft (35 fathoms)
Kraken	2 Large (2000 ep)	20 ep/mile	38 mph	420 ft (70 fathoms)
Leviathan	2 Large (2000 ep)	20 ep/mile	40 mph	660 ft (110 fathoms)

The "top speed" listed for each craft is its surface speed; when submerged, reduce a craft's speed by ⅓. For example, the stingray has a top speed of 30 mph at the surface or 10 mph when submerged. The maximum safe depth of a submersible can be exceeded, but doing so is dangerous and risks a hull breach. For each fathom exceeded,

reduce the craft's DR and hit points by 1. Once DR is reduced below 0, the craft takes on water each round it remains at or below this critical depth, and there is a 1 in 20 chance each round that a catastrophic failure occurs and the vessel implodes, inflicting 20d6 bludgeoning damage or ½ that if Fortitude resists.

Some models sport special features. The shark incorporates a generator (page 170) to recharge its onboard batteries. Using the generator requires it surface to vent steam and smoke. The kraken and leviathan have nucleonic plants on board (RPG, page 177). The kraken sports a small nucleonic plant that recharges 5 energy points per 8 hours, while the leviathan houses a medium nucleonic plant that recharges 5 energy points per hour.

Hull breaches are a danger. It takes 15 hit points of damage to open a 1-ft-square hole breaching the hull in a randomly determined compartment. Once breached, the vessel takes on water and may have to surface. When taking on water, increase Pilot DCs by +5. If the vessel is unable to surface and/or seal a breach within 2d4 rounds, then the submarine sinks at a rate of 1 fathom per round and the Pilot DC increases by +10 (rather than +5).

Temporarily patching a breach requires a successful DC 15 Mechanics check, assuming basic materials are present. Such patches hold for 1d4 hours. A larger vessel can choose to seal off a breached compartment thus stopping the vessel from sinking. Sealing a compartment must be done within 4 rounds, a process that may trap crew and cut off critical sections.

A breach in the engine room or compartment housing the vessel's batteries or nucleonic plant can be devastating. Sea water wreaks havoc with electrotech. If these components are breached, roll 1d6 every round, where a result of 1 indicates the system shorts and shuts down.

Helming a submarine demands a skilled pilot. Starting, stopping, and accelerating require a DC 10 Pilot check. Slowing, surfacing, diving or rotating requires a DC 15 Pilot check. Navigating a debris field or reef is a DC 20 Pilot check. Doing a complete turn-around or docking with another vehicle is a DC 25 Pilot check.

CUSTOMIZATIONS: You can customize any submersible. Here are options. Add the gp costs to the submersible's base cost.

ACOUSTIC SOUNDING: Submersibles of shark class and above can be fitted with this customization. This device utilizes sound waves to determine the presence and relative distance of objects and structures in the lightless depths of the ocean. The device passively listens to surrounding waters as well as using focused sounding pings. An operator correctly interprets the device's output on a successful DC 15 Technics check. Cost: 10,000 gp.

ARMORED PROW: Any submersible's prow can be armored, shaped, and reinforced with adamantine, turning the vessel into a weapon that inflicts 1d6 piercing damage per mile-per-hour. If the target is also moving, add in its speed if it's traveling toward the armored prow and subtract its speed if it's traveling away. An armored prow costs ¼ the base cost.

EXTERNAL MANIPULATORS: Normally added to vessels stingray and lower class, armatures allow the pilot to interact with the environment outside the vessel without leaving the craft. These armatures are clumsy and slow: treat the operator as has having a 10 ft reach with a 12 Strength and a -5 penalty on Dexterity-based skill checks. The arms are not suited for combat. This customization costs 5,000 gp.

LAUNCH BAY: You can add a small launch bay to a kraken or leviathan. This pressurized chamber lets you open a gate in the bottom of the vessel without flooding a whole compartment. The bay can hold 12 dive suits or a bathysphere or a minnow class submersible (all purchased separately). It comes with a winch for lowering and raising cargo. Costs 10,000 gp.

OXYGEN EXTRACTOR: Only kraken and leviathan submersibles may house this device, which extracts oxygen from sea water, effectively extending the vessel's air supply indefinitely as long as it remains active. As water is broken down, oxygen is retained while excess hydrogen and waste air are released into the sea. Cost: 15,000 gp.

REINFORCED HULL: Any submersible can be reinforced with adamantine and thick steel, allowing it to dive deeper than normal. A reinforced hull adds +5 DR and doubles the maximum safe depth. Reinforcing a submersibles hull costs ½ the base cost.

TORPEDOES: This self-propelled underwater weapon has an explosive warhead. It is launched from the submersible through a tube and detonates either on contact with its target or in proximity to it. A basic torpedo (100 gp) travels out to 3,000 ft at a 50 ft speed to inflict 3d6 damage, or 2x that on a successful DC 15 Warcraft check, while a deluxe torpedo (600 gp) travels out to 2 miles at 500 ft speed to inflict 10d6 damage, or 2x that on a successful DC 15 Warcraft check. The torpedo itself is 18 inches wide x 10 ft long (or 20 ft if deluxe), made of polished steel and phosphor bronze, and weighs 200 pounds. It stays on course using a gyroscope. You can add 1 torpedo tube to a submersible by replacing 1 crew member or 1 ton of cargo area for a cost of 2,500 gp.

BATTERY: See above ; USAGE: See above RECHARGE: See above.
CREATION: Equals ½ the market price.
PRICE: See above.

JET-PACK, ALPHA

This backpack's small jets let you jump far.

DETAILS: When you use a hand-held controller to activate this bulky backpack as a standard action, it propels you with a 30-ft fly speed for the rest of your turn. You must end flight on a solid surface, else you fall. With each activation, roll d12: 1 = non-activation (no other effect) and 2 = stalls mid-flight (you fall).

The jet-pack comes with and holds 3 canisters of low-grade alchemical solid fuel. Each canister weighs 2 pounds, costs 5 gp, and has DR 10 and 8 hp. Each activation expends 1 canister.

Wearing or removing the jet-pack, or swapping in a fresh canister, takes 1 minute. The jet-pack is 8 pounds empty or 14 pounds full. You cannot wear Heavy armor with it. While in use, it is obnoxious and grants others a +5 bonus on Perception checks to detect you. Its electrotech elements are charged by the fuel.

BATTERY: None ; USAGE: N/a
CREATION: 1,000 gp ; must pass a DC 12 Technics check.
PRICE: 2,000 gp

JET-PACK, DELTA

This jet-pack sports various small improvements.

DETAILS: This improves on the standard "alpha" jet-pack above. It sports tiny batteries and 1 electrotech port (for charging your weapons and such) that together add 4 pounds to the pack's weight. Also, the pack never stalls or fails to activate, and you can wear Heavy armor with it, though when doing so, modify the jet-pack's fly speed by -10 ft.

BATTERY: 3 Tiny (2 ep each) ; USAGE: N/a
CREATION: 2,000 gp ; must pass a DC 14 Technics check.
PRICE: 4,000 gp

JET-PACK, KAPPA

This jet-pack utilizes high-grade fuel canisters.

DETAILS: This improves on the standard "delta" jet-pack above. This jet-pack can benefit from high-grade alchemical fuel canisters, each of which grants 5 uses (not 1) and costs 25 gp.

BATTERY: 3 Tiny (2 ep each) ; USAGE: N/a
CREATION: 6,500 gp ; must pass a DC 17 Technics check.
PRICE: 13,000 gp.

JET-PACK, ZETA

This jet-pack lets you hover and is the best of all models.

DETAILS: This jet-pack includes all features of the alpha, delta, and kappa models. Moreover, you do not need to land at the end of your turn and can instead remain aloft, hovering, by expending a move action each round. While doing so, you suffer a -2 penalty on attack rolls and skill checks.

BATTERY: 3 Tiny (2 ep each) ; USAGE: N/a
CREATION: 10,000 gp ; must pass a DC 18 Technics check.
PRICE: 20,000 gp.

Chapter 10
Magic Items



"Rather than enjoy feasts in his castle, Lord Tinga spent many nights defending his trove of magic items from a witch and her thieving monkeys."

In this chapter, you will find rules for cheap magic items called charms, plus 4 pages worth of new and useful potions and over 100 new wondrous magic items to buy, craft or quest for.

Charms

Also called tokens or trinkets, charms are minor magic items. They add a small boost in specific situations and tend to be commonplace in magical societies to fulfill practical needs.

Appearance: Charms come in many forms. A charm might be a rabbit's foot, armband, badge, bauble, comb, gauntlet, hat, headband, holy symbol, monocle, necklace, pair of boots, pair of gloves, phylactery, ring, sash, set of dice or playing cards, set of earrings, shawl toy, or such. Sometimes, the charm is a small bottle that refills itself to produce an incense or philter.

Properties: Despite great variety in outward appearance, charms have many features is common. A charm is a Tiny (or very rarely, a Small) item. It provides 1/5th the benefit of a basic tier ability, sells for 400 gp, and costs 200 gp and 1 hour to craft. You'll need Craft Magic Item; or if you know at least 1 magic ability, you need only pass DC 15 Arcana and Craft checks. You inscribe a tiny glyph on the charm as part of the craft process. The resulting charm radiates very faint magic. It must be rubbed, gripped, worn or similarly applied as a standard action unless stated otherwise in order to function. Also, charms only function after being in a creature's possession for 24 hours and a creature can only wear 1 charm in a particular item slot (finger, neck, etc) and cannot benefit from more than 5 charms at once in any case.

Typical Benefits: Any kind of benefit is possible at the GM's discretion. Benefits never stack, whether from the same charm or different charms. Typically, a charm provides 1 of these benefits:

- +1 attack bonus and +1 damage for weapons of 1 specific group.
- +1 bonus on 1 skill, with a +3 bonus 1/day.
- +1 bonus on attack rolls and a +1d6 bonus damage rolls only against 1 creature type or alignment group or in 1 terrain type.
- +1 damage on either melee or ranged weapon attacks.
- +1 DR versus 1 creature type (or race, if type person) or alignment group (good, neutral, evil, etc).
- +2 DR versus 1 energy type (acid, fire, etc) or in terrain type (mountains, desert, etc).
- +1 vitality point, but the point cannot power abilities.
- +10% bonus on % rolls regarding 1 specific ability or situation.
- +2 bonus on 1 defense (Fortitude, Reflex or Will) against 1 creature type or alignment group (chaotic, evil, good, lawful or neutral) or in 1 terrain type.
- +2 bonus on attack rolls for 2 minutes against a foe that makes a skill check against you for 1 specific skill.
- +2 bonus on checks using 1 skill.
- +5 bonus on checks using 1 sub-skill
- +5 bonus on checks using a skill only in 1 terrain type or involving 1 creature type.
- 1/daily, use 1 basic tier ability that is normally usable whenever.
- 1/day enjoy a +2 bonus on Comeliness or look 1 age category younger for 4 hours.
- 1/day, use a magic ability for 2 minutes that normally costs 0 vitality.
- 1/day, boost 1 defense (Fortitude, Reflex or Will) by +2 for 5 minutes.
- A basic tier magic ability that normally costs 1 vitality, now usable 1/day for free or usable whenever for 5 vitality to offset the charm's cheapness).
- Inflict 1 vitality points of damage per level (max 5 vitality).

Other benefits are possible so long as they're worth about 1/5th of a basic tier ability. The table at right shows 36 common charms.

Table 10-1: Common Charms



Arrow

Apply +1 bonus on attack rolls using weapons from the bow group.



Boot

1/day as a move action, you enjoy a +2 bonus on Reflex for 5 minutes.



Cup

Make 1 cubic ft of spoiled, poisonous or otherwise contaminated food and water safe to consume.



Dowser

Boost Survival checks by +1, and 1/day boost by +3 instead.



Hand

3/day, telekinesis 10 ft a single unattended object (max 5 lbs) within 30 ft.



Lamp

1/day, conjure light in your hand for 5 minutes. Its light is strong for 15-ft and weak 30 ft further.



Mask

1/day as a move action, you enjoy a +2 bonus on Will for 5 minutes.



Pendulum

1/day use up 3 of your swift actions to get 1 bonus move action that turn



Quill

Boost Literacy checks by +1, and 1/day boost by +3 instead.



Rope

Boost Athletics checks by +1, and 1/day boost by +3 instead.



Spider

1/day detect if poison is present in or on adjacent object or person.



Tree

1/day for 4 hours, boost Comeliness by +2 or look 1 age category younger.



Blindfold

1/day, you instantly know the direction of true north from your current position.



Chest

1/day, remotely close or open 1 unlock portal or container (max 30 lbs) within 30 ft.



Dog

Boost Handle Animal checks by +1, and 1/day boost by +3 instead.



Feather

1/day, jump downward (max 30 ft) without suffering harm.



Jester

1/day, you enjoy a +5 bonus to resist fear attacks and effects for 5 minutes



Lute

Boost Music checks by +1, and 1/day boost by +3 instead.



Mirror

1/day, turn invisible for rest of your turn for a +10 bonus on Stealth checks.



Potion

Gain 1 vitality for 24 hours. Chance of success = 70% + 1% per level.



Rapier

Apply +1 bonus on attack rolls using weapons from the light blades group.



Rose

Apply a +5 bonus on Diplomacy checks only using the romance sub-skill



Tongue

1/day, enjoy a +5 bonus bluff; similarly, 1/day +5 on a Diplomacy check.



Wand

1/day for 2 minutes you learn if any magic is present within 15 ft cone.



Bone

1/day, you inflict 1d4+1 holy damage on 1 undead foe within 30 ft (no save).



Cross

Apply +1 holy damage whenever your weapon strikes an evil target.



Door

1/day as a move action, you enjoy a +2 bonus on Fortitude for 5 minutes.



Ghost

1/day, conjure 4 generic voices or 1 loud animal, machine or nature noise within 30 ft for 5 minutes.



Key

Boost Mechanics checks by +1, and 1/day boost by +3 instead.



Man

1/day, boost Strength by +4 for 5 minutes for the purpose of encumbrance.



Monocle

3x/daily, you can read a magic scroll as if have Arcana Training or such.



Prism

Boost Insight checks by +1, and 1/day boost by +3 instead.



Ray

1/day, daze 1 target (max 5th level) within 15 ft. Will resists.



Shield

1/day as a move action, enjoy +4 DR for 3 rounds from a force shield.



Torch

Apply +1 fire damage on your weapon attacks as the weapon/s shed flames.



Woman

1/day, cure 1 point of wound damage for you or an adjacent ally.

Potions

Potions are single-use magic items that anyone can use.

Creating a potion requires Brew Potion. Using this ability, you place an ability that you or an adjacent ally knows into a potion, salve, oil, or similar mix that delivers a single-use effect to a creature or object. The cost and time for 1 dose equals 50 gp and 1 hour for a basic ability or 300 gp and 2 hours for an intermediate ability. You must pay the vitality cost when brewing the potion. You can place up to 5 doses of the same potion into a bottle.

Consuming a single dose is a standard action assuming the bottle is already in hand. Determining an effect prior to ingestion is a DC 15 Arcana check.

When an ability would normally convey a permanent benefit, the reader instead gains the benefit for 1 hour, after which time the benefit ends. When an ability is usable only once daily, a character cannot use a potion to exceed this limit. When an ability relies on the caster's level, use the imbiber's level to resolve the effect.

Here are typical potions. The colors and tastes are merely typical.

Arcanist

You use magic more effectively.

Color & Taste: Beige with a paper taste.

Effect: For the purpose of resolving magic abilities, boost your level by +1 and your attack rolls by +1. Also, you enjoy a +2 on Arcana checks. The benefits last 1 hour.

Creation: 50 gp ; Arcane Training and Arcane Insight.

Price: 100 gp.

Beastwere

You briefly transform into a werewolf.

Color & Taste: Brown with a canine fur taste.

Effect: You transform into a tough, snarling animalistic hybrid form for 5 minutes. While transformed, you enjoy a +1 bonus to attack rolls and +2 DR. Also, you gain a bite that delivers 1d8 damage and claws that deliver 1d6 damage to an adjacent foe when you beat its Reflex. You may use either attack as a standard action. Add your Strength modifier to the damage dealt. Finally, you enjoy a +5 bonus on Athletics and Survival checks. The transformation cannot occur in metal armor and any mundane clothing item has a 50% chance to be rent and destroyed.

Creation: 300 gp ; Wereform and Outdoor Athlete.

Price: 600 gp.

Bouquet

This tonic cause plants to grow quickly.

Color & Taste: A rainbow of colors with a floral taste.

Effect: After applying this tonic for 10 minutes to a 15-ft-square plot of earth, you double the growth and potential productivity of plants therein over the course of the next 1 month. You can affect a specific area only once monthly. Alternatively, if the land cannot support plant life (poisoned ground, etc.), you cleanse it, making it ready for planting and a second use of this potion.

Alternatively, a female who quaffs the potion enjoys a +3 bonus on Heal, Insight, and Nature checks for 1 hour.

Creation: 50 gp ; Fertile Garden.

Price: 100 gp.

Chakra

You energize one of your chakras.

Color & Taste: A rainbow of colors with a taste akin to an electricity or burned air.

Effect: Select 1 chakra from the table on page 92 under Chakra Focus. You place your hand over that chakra point on your body and chant as you consume the potion to enjoy a +3 boost on skills checks responding to the chakra. The benefits last 1 hour.

Creation: 50 gp ; Chakra Focus.

Price: 100 gp.

Cleverness

You deliver amazing jokes and poetry.

Color & Taste: Turquoise with a taste of stinging nettles.

Effect: You can deliver a joke or poem that inflicts 1d4+ your Charisma modifier in pain damage to all foes within 15 ft that can hear you. Will resists. You can do this up to 1x per level (max 5x) over a 24-hour period.

Creation: 50 gp ; Gothic Poetry.

Price: 100 gp.

Cooking Spice

Your food heals people.

Color & Taste: Black with a peppery taste.

Effect: When added to freshly cooked food, up to 5 people who eat the meal regain 1 vitality point each.

Creation: 50 gp ; Country Cook.

Price: 100 gp.

Courage

Also called soldier's blood or bravery, you ignore fear.

Color & Taste: Orange with a metallic taste.

Effect: You are immune to all fear effects for 4 hours.

Creation: 300 gp ; Aura of Courage or Fearless.

Price: 600 gp.

Disease Immunity

You are immune to all kinds of diseases.

Color & Taste: Pink with a chalky taste.

Effect: You are immune to all natural and magical diseases but not curses like lycanthropy. This cures 1 disease you already possess, suspends the others, and prevents new ones. Lasts 4 hours against mundane diseases and 1 hour against magical ones.

Creation: 300 gp ; Disease Immunity.

Price: 600 gp.

Dragon's Breath

You can breathe great gouts of acid and fire.

Color & Taste: A mix of red and yellow with a hot bile taste.

Effect: For 4 hours, you can breathe a mix of acid and fire in a 30 ft line or 15 ft cone. Each gout inflicts 1d6 acid damage + 1d6 fire damage + your Constitution modifier. You can breathe a number of times equal to ½ your level, after which the potion ends. Reflex resists for ½ damage.

Creation: 300 gp ; Breath Weapon or Fireball.

Price: 600 gp.

Faithfulness

You are fixed in your ethical and moral outlook.

Color & Taste: Purple with a taste of thick incense.

Effect: For 4 hours, no magical effect can alter your alignment.

Creation: 50 gp ; Unshakable Faith.

Price: 100 gp.

Far-Eyes

You can see better, particularly at a distance.

Color & Taste: White with a taste of avian feathers.

Effect: Apply a +5 bonus on Perception checks, or +10 when attempting to spot a foe at a distance. The effect lasts 1 hour.

Creation: 50 gp ; Keen Vision.

Price: 100 gp.

Fast-Healing

Your body slowly but surely heals its wounds.

Color & Taste: Green with the taste of troll's flesh.

Effect: For 2 minutes, you heal 1 wound point per round and automatically stabilize if bleeding.

Creation: 300 gp ; Second Wind or Fast Healing.

Price: 600 gp.

Forgetting

You forget what recently happened.

Color & Taste: Green with an chloroform taste.

Effect: You forget whatever has occurred in the past 5 minutes. It's as if nothing of consequence occurred during the missing time.

Creation: 300 gp ; Memory Lapse.

Price: 600 gp.

Fugue

You fall into a trance to complete a task.

Color & Taste: Gray with a mild bitter taste.

Effect: You fall into a trance and enjoy a +10 bonus for 1 hour on checks for 1 sub-skill of a single skill. For example, you might select "fine arts" under Craft or "surgical extraction" under Heal. Resisting or making an attack ends the effect. You may select any skill for which you already possess a bonus granted by a racial trait or ability. This potion is often used to compose exceptional art or music, craft or repair items, and so forth.

Creation: 300 gp ; Hypnosis.

Price: 600 gp.

Goat Weed

This dense brew pushes romance into over-drive.

Color & Taste: Amber with a sweet, weed-like taste.

Effect: For 1 hour, you experience a strong but resistible urge for intimate romance. Every 10 minutes, you suffer 1d4 pain damage (bypasses DR, no save, max 6d4). Engaging in intimate relations for at least 10 minutes before the hour ends halts the damage and heals you 4d6 vitality.

Creation: 300 gp ; Second Wind.

Price: 600 gp.

Gun Oil

Your firearm works better.

Color & Taste: Black with smoke or cherry flavor.

Effect: After 1 minute applying to an adjacent firearm, anyone using it enjoys a +1 bonus on attack rolls and inflicts +2 damage for 4 hours.

Alternatively, a male who quaffs the potion or applies it topically enjoys a +3 bonus on Athletics, Endurance, and Intimidate checks for 1 hour.

Creation: 50 gp ; Firearms Focus.

Price: 100 gp.

Hound's Nose

You can detect and follow scents.

Color & Taste: Black with a urine taste.

Effect: For 1 hour, you can detect creatures within 30 ft by sense of smell. If a creature is upwind, the range increases to 60 ft. If it is downwind, the range drops to 15 ft. There is a 50% chance that your nose changes to look like a dog's nose for the duration.

Creation: 300 gp ; Scent.

Price: 600 gp.

Hypnotic Recall

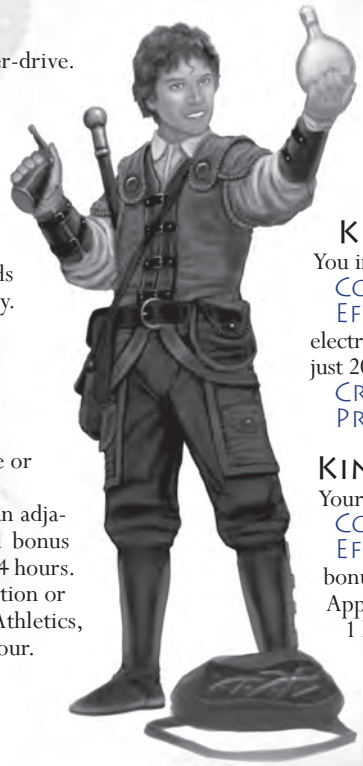
You search for clues from a past experience.

Color & Taste: Red with a sharp, salty taste.

Effect: You enter a light trance to review a single 1-minute scene from the past 24 hours and make an Insight or Perception check as if you were there again, even if you did not make a check at the time. You enjoy a +5 bonus on your check when doing so. You can use this potion once per memory in 24 hours.

Creation: 50 gp ; Hypnotize or Mnemoniscope.

Price: 100 gp.



Infravision

You can see heat signatures in darkness.

Color & Taste: Red with the taste of snake flesh.

Effect: For 10 minutes, you automatically learn the location (5-ft-square) of living creatures, plants, and heat sources such as fires within line of sight. You do not see signatures of constructs or undead or anything at ambient temperature. This grants a +5 bonus on Survival checks when tracking a foe outdoors in darkness. For the duration, sudden exposure to daylight or a magical light source blinds you for 1 round (no save).

Creation: 50 gp ; Electrotech.

Price: 100 gp.

Internal Combustion

You burn from the inside out.

Color & Taste: Translucent and tasteless.

Effect: You burn from within, suffering 1d4 fire wound damage + 4d6 additional fire damage. This is for your enemies to drink.

Creation: 300 gp ; Scorching Ray.

Price: 600 gp.

Keen Ears

You are hear exceptionally well.

Color & Taste: White with a salmon taste.

Effect: For 1 hour, you enjoy a +2 bonus on Perception checks or a +10 bonus for the listening subskill.

Creation: 50 gp ; Keen Senses.

Price: 100 gp.

Keen Oil

You increase a weapon's threat range.

Color & Taste: Gray with a taste of blood, metal, and oil.

Effect: After applying the oil for 1 minute to a mundane non-electrotech melee weapon (sword, etc.), its threat range improves from just 20 to 19-20, or from just 19-20 to 18-20. The effect lasts 4 hours.

Creation: 300 gp ; Improved Critical.

Price: 600 gp.

King's Cologne

Your appearance improves slightly.

Color & Taste: Blue with a taste of musky cologne.

Effect: If you are male, you enjoy +1 comeliness and a +2 bonus on Athletics, Diplomacy, and Intimidate checks for 4 hours. Applying the cologne takes 1 round. Drinking it causes nausea for 1 hour. A female who applies this does not gain the usual benefits and finds other women attracted to her for the duration.

Creation: 50 gp ; Comely.

Price: 100 gp.

Long Years

Your life span is extended by a century.

Color & Taste: Green with the taste of turtle soup.

Effect: You remain at your current age category for 10 years and then begin aging again normally. You only benefit from 1 dose at a time. To add more years, you wait until the effects of the current use wear off. You are limited to 1 dose total per point of Constitution.

Creation: 100 gp ; Eternal Youth and Beauty.

Price: 600 gp.

Mystic Energy

You gain a pool of vitality usable only toward magic abilities.

Color & Taste: Blue with a sour taste.

Effect: You gain a pool of 4d6 "mana" points. These points may only be used to power magic abilities as vitality points and cannot be used for any other purpose; at the same time, attacks and effects on you cannot reduce (or otherwise modify) these "mana" points. This potion is usable once daily and the pool dissipates after 24 hours.

Creation: 300 gp ; Arcane Training and Zest for Living.

Price: 600 gp.

Massage Oil
A gentle or vigorous rub-down restores your vitality.
Color & Taste: Translucent with an lavender taste.
Effect: After being rubbed on to a living creature's body over the course of 1 minute, the potion restores 3 vitality to that creature, or 5 vitality if the damage was reduced by pain energy.
Creation: 50 gp ; Calisthenics or Zest for Living.
Price: 100 gp.

Mind-Reading
You can sense thoughts and read one creature's mind.
Color & Taste: White with a cinnamon taste.
Effect: Once quaffed, you immediately note the presence or absence of thoughts (from conscious, sentient creatures) within 30 ft of you. Thereafter, 1x during the succeeding 10 minutes, you may concentrate as a standard action to listen in on the current surface thoughts of 1 creature of your choice within 30 ft if you beat its Will. That listening in lasts for 2 minutes.
Creation: 300 gp ; Detect Thoughts.
Price: 600 gp.

Mongoose
You are immune to poison.
Color & Taste: Brown with a crispy taste.
Effect: Starting 1 minute after ingestion, you are immune to all kinds of poison for 4 hours and any ongoing poison effects end.
Creation: 300 gp ; Poison Immunity
Price: 600 gp.

Morale
You boost allies' morale in combat.
Color & Taste: Red with a meaty taste.
Effect: Up to 5x during the next 1 hour, as a move action in combat, allies within 60 ft who can see or hear you regain 1 vitality and enjoy a +1 bonus. You yell, motion with a banner or weapon, or otherwise call attention to yourself when doing so.
Creation: 50 gp ; Boost Morale
Price: 100 gp.

Occult Essence
You are briefly familiar with an occult spirit of your choice.
Color & Taste: Yellow with an incense taste.
Effect: As you quaff the potion, you close your eyes and focus on an occult spirit of your choice. See page 160 for spirit options. Thereafter, for 4 hours, you know the spirit for the purpose of using Occult Surge. You can benefit from this potion up to 3x daily. This potion doesn't actually give you any of the spirit's abilities.
Creation: 50 gp ; Spirit Lore.
Price: 100 gp.

Occult Power
You channel the power of an occult spirit.
Color & Taste: Purple with a taste that varies tremendously with the spirit but includes a faint chalk and candle scent.
Effect: For 5 minutes, you gain all the abilities listed for the occult spirit bound into the potion. See page 160 for spirit options. You can determine which spirit by observing the imagery that swirls in the potion and passing a DC 15 Arcana check.
Creation: 300 gp ; Occult Power.
Price: 600 gp.

Paranoia
You are on the look out and react quickly to attacks.
Color & Taste: Green with a minty taste.
Effect: Starting 1 minute after ingestion, you enjoy a +2 bonus on Insight and Perception checks and a +4 bonus on initiative rolls. The benefits last 4 hours.
Creation: 300 gp ; Alertness and Improved Initiative.
Price: 600 gp.

Piety
You channel your deity's views and power.
Color & Taste: Purple with a nutty taste.
Effect: After you quaff the potion and pray fervently for 10 minutes, you know 1 intermediate or 2 basic abilities drawn from your deity's list of boons. You also enjoy a +2 bonus on History and Religion checks on tasks regarding your deity. The effect lasts 4 hours, during which time, your alignment moves to match your deity's alignment. After using this potion 5x, your alignment permanently shifts.
Creation: 300 gp ; Intermediate Divine Ability or Major Divine Ability and have at least 2 faith points.
Price: 600 gp.

Pinocchio
Whenever you lie, your nose grows.
Color & Taste: Beige with a woody taste.
Effect: For 2 minutes, whenever you knowingly speak or write a lie, your nose grows visibly longer by ¼ inch (max +1 ft). Your nose returns to its normal length after 24 hours.
Creation: 50 gp ; Curse.
Price: 100 gp.

Queen's Perfume
Your appearance improves slightly.
Color & Taste: Pink with the taste of a fruity perfume.
Effect: If you are female, you enjoy +1 comeliness and a +2 bonus on Acrobatics, Diplomacy, and Bluff checks for 4 hours. Applying the perfume takes 1 round. Drinking it causes nausea for 1 hour. A male who applies this does not gain the usual benefis and finds other men attracted to him for the duration.
Creation: 50 gp ; Comely.
Price: 100 gp.

Radiation Resistance
You are immune to radiation.
Color & Taste: Gray with a rubbery taste.
Effect: For 5 minutes, you gain +10 DR against radiation damage.
Creation: 50 gp ; Resist Energy.
Price: 100 gp.

Radio Ears
You can hear radio channels as like a radio receiver.
Color & Taste: Pinkish-gray with an elephant taste.
Effect: For 1 hour, you can hear a local radio transmission. Only you can hear it. As a swift action, you can tune to 1 of 12 assigned radio station channels. If there are no transmissions, you hear static.
Creation: 50 gp ; Electrotech.
Price: 100 gp.

Regeneration Salve
You slowly regrow a missing limb or organ.
Color & Taste: Green with a taste of reptile flesh.
Effect: Over the course of 7 days, you regrow 1 lost limb or organ such as an eye or arm. The replacement is non-functional until the process ends. You can only benefit from 1 vial at a time.
Creation: 300 gp ; Regenerate.
Price: 600 gp.

Repair Oil
You repair a construct.
Color & Taste: Pink with an velvety taste.
Effect: After 3 rounds of application to an adjacent construct—or a moppet, vodron or warmech—it heals 1d4 wound points. Costs 1 vitality.
Creation: 50 gp ; Minor Repairs.
Price: 100 gp.

Resist Death
You cannot be instantly killed.
Color & Taste: Beige colored with a peachy taste.

EFFECT: For 1 hour, you cannot be killed by instant effects such as a coup de grace, Wraith's Kiss or All You Need is Kill.
CREATION: 50 gp ; First Aid.
PRICE: 100 gp.

Revitalization

You fall into a coma and awaken with great vitality.
COLOR & TASTE: Yellow with an oniony taste.
EFFECT: You regain 4d6 vitality points after 1 minute spent in a coma-like state, with a 1% chance to emerge only after 24 hours. This potion can only benefit you once daily.
CREATION: 300 gp ;
PRICE: 600 gp.

Sovereign Shield

Most ranged attacks simply bounce off of you.
COLOR & TASTE: Purple with a satiny taste.
EFFECT: For 5 minutes, you enjoy DR 10 against ranged weapons.
CREATION: 300 gp ; Protection From Arrows.
PRICE: 600 gp.

Spotless Mind

You forget about a single specific thing.
COLOR & TASTE: White with a lemony taste.
EFFECT: You permanently become entirely unacquainted with 1 named person, location or object. If you were familiar with the subject for more than 5 minutes, you may resist using Will.
CREATION: 300 gp ; Far Lapse.
PRICE: 600 gp.

Spirit Foam

You briefly channel the power of an occult spirit.
COLOR & TASTE: Yellow with a taste that varies tremendously with the spirit but includes a faint chalk and candle taste.
EFFECT: For 3 rounds, you gain all of the abilities listed for the occult spirit bound into the potion. See page 160 for spirit options. You can determine which spirit by observing the imagery that swirls in the potion and passing a DC 15 Arcana check.
CREATION: 50 gp ; Occult Surge.
PRICE: 100 gp.

Static Charge

You crackle with electrical energy.
COLOR & TASTE: Blue with a zingy taste.
EFFECT: Over the course of 1 hour, you can release energy once per level (max 5x), each time inflicting 1d6 electrical damage on an adjacent foe (Fortitude resists) or recharging 1 energy point into an adjacent electrotech item. Metal-clad foes suffer a -5 penalty to resist.
CREATION: 50 gp ; Biotronics or Shocking Grasp.
PRICE: 100 gp.

Strength

You enjoy extraordinary strength.
COLOR & TASTE: Orange with a sweaty taste.
EFFECT: You enjoy a +2 bonus on all Strength-based skill checks and damage rolls normally improved by Strength. Moreover, treat your Strength score as 4 points higher than normal when determining your carry capacity. The benefits last 1 hour.
CREATION: 300 gp ; Pack Mule and Super Strength.
PRICE: 600 gp.

Suggestibility

You can easily convince others; or, you are easily manipulated.
COLOR & TASTE: Orange with a ginger or honey taste.
EFFECT: Typically, this potion grants a +5 bonus on Charisma-based skill checks for 1 hour.
A variant causes you to do your best over a 1-hour period to complete a task posed by the first person you meet in the next 24 hours who makes a request in 10 words or less. See Suggestion, RPG page 99 for details. For this version, you believe the request is your idea and that you convinced the other person to agree to it.
CREATION: 300 gp ; Suggestion.
PRICE: 600 gp.

Swift Gears

You enhance an adjacent construct.
COLOR & TASTE: Orange with an oily tasty.
EFFECT: After 1 minute of application to a construct, it enjoys a +5 ft speed bonus, a +5 bonus on Acrobatics checks, and a +1 bonus on Reflex for 4 hours.
CREATION: 300 gp ; Craft Construct.
PRICE: 600 gp.

Taint Immunity

You are immune to taint.
COLOR & TASTE: Brown with a gritty-earth taste.
EFFECT: For 1 hour, you cannot acquire taint points, are healed of 1 taint point, and ignore the influence of the remaining taint.
CREATION: 300 gp ; Taint Immunity.
PRICE: 600 gp.

Timelessness

Dead matter resists aging and wear.
COLOR & TASTE: Translucent with a formaldehyde taste.
EFFECT: You rub the oil onto an item made from once-living matter (wooden furniture, a paper and leather book, a corpse, or so forth), such that each year of actual time affects the item as if only a day had passed. The item also enjoys a +1 bonus on saves. One dose can coat 1 Medium, 2 Small, or 8 Tiny objects. The effect lasts 1,000 years.
CREATION: 50 gp ; Preserve.
PRICE: 100 gp.

Time-Shifting

You can jump forward in time.
COLOR & TASTE: Turquoise with an coffee taste.
EFFECT: Once during the next 24 hours, you can vanish and move up to 1 round per level into the future, as decided when you hop. You arrive in the nearest open space as if no time has passed for you. You are limited to 1 active dose at a time.
CREATION: 300 gp ; Time Hop.
PRICE: 600 gp.

Vampire

You can drain vitality from others to aid yourself.
COLOR & TASTE: Black with a stinging blood taste.
EFFECT: Up to 5x in a 24-hour period, an adjacent ally or foe suffers 2d6 vitality damage as you regain 1d6 vitality. Will resists if not voluntary.
CREATION: 300 gp ; Feed.
PRICE: 600 gp.

Void

You ignore damage caused by void conditions.
COLOR & TASTE: White with a creamy taste.
EFFECT: Any time in the next 4 hours, should you be exposed to void conditions, you are entirely immune to effects of void conditions for 2 minutes. Thereafter, the potion's benefit is spent.
CREATION: 300 gp ; Void Ward.
PRICE: 600 gp.

Wings

You briefly grow wings and can fly.
COLOR & TASTE: Sky blue with an eggy taste.
EFFECT: You sprout wings and gain a 15-ft fly speed. Each round spent flying costs 1 vitality. The potion grants no aid in landing. When the potion ends, the wings shrivel up, fall off, and turn to dust.
CREATION: 300 gp ; Fly.
PRICE: 600 gp.

Basic Wonders

The following wondrous items are equivalent to basic abilities and are suitable for character levels 1 through 5. All these items have a market price of 2,000 gp.

Aeterno Philosophica

This heavy book explains how to become an immortal.

BENEFIT: Absorbing the contents of this 365-page book takes a fortnight of focused study, including meditation and creative reverie. Afterward, if you expend 25 gp in rare materials and complete 1 of the book's 14 rituals over a 24-hour period, then the next time you quality to advance in level, you gain 1 level in an immortal template of your choice (chapter 5, page 70 for options) rather than a class level. Alternatively, you can use up a kit slot (chapter 2, page 10) to advance over a longer period of time without cost; or, you can immediately lose up to 4 levels in your existing class and replace those with an equal number of immortal levels, though each such swap costs 250 gp.

CREATION: 1,000 gp ; masterwork esoteric book written with supernatural blood plus Minor Wish, Psychic Surgery or Rebirthing.

PRICE: 2,000 gp.

Avid Oculus

This lens detects the worst monsters.

BENEFIT: You raise this lens, and within its sights you learn whether aberrations, fiends, undead, and/or typeless creatures are present within a 30-ft cone. Concentrating a second round reveals the specific space of the highest level creature. This does not reveal the location of magic items or invisible creatures. Each use costs 1 vitality.

CREATION: 1,000 gp ; masterwork lens plus Detect Menace.

PRICE: 2,000 gp.

Bronze Bracers

This pair of arm bands protect you.

BENEFIT: For 5 minutes, you enjoy a bronze-like skin that grants you +2 DR. This works with worn armor and other magical armors except Bark Skin. Each use costs 1 vitality.

CREATION: 1,000 gp ; masterwork bronze bracers plus Bronze Skin and must be lawful or good aligned.

PRICE: 2,000 gp.

Bubblemaker

This fun child-like toy burns with acid.

BENEFIT: This Tiny canister of multi-colored soapy liquid comes with a corrugated bubble wand that doubles as the canister's screw-on top. At any time, you can use blow Tiny bubbles by dipping the wand into the canister and then blowing through it. Moreover, when you expend 1 vitality, you can blow a polychromatic acid bubble that inflicts 1d6 acid damage per level (max 5d6) on 1 target within 15 ft. Reflex resists for ½ damage.

CREATION: 1,000 gp ; masterwork bubblemaker plus Acid Spittle.

PRICE: 2,000 gp.

Enchanted Earbud

This item picks up broadcasts from an enchanted pinecone.

BENEFIT: When you place this tiny, flower-like jewelry into or near 1 of your ears, you can receive messages from an enchanted pinecone (see Intermediate Wonders, below). Anyone within 5 ft of you can make a Perception check versus your Disguise check (with a +10 bonus for you) to notice the earbud whispers to you and is more than a piece of jewelry or a flower.

CREATION: 1,000 gp ; small piece of jewelry plus Cult Sigil.

PRICE: 2,000 gp.

Feather Tokenette

This feathery charm keeps you safe from falling damage.

BENEFIT: As an immediate action when worn and falling, you descend gently to the ground rather than fall. Costs 1 vitality, or 0 vitality but the item is inactive for 24 hours.

CREATION: 1,000 gp ; rare gold-dusted feather plus Feather Fall.

PRICE: 2,000 gp.

Fireboost Wand

You boost your knowledge to evoke a ball of fire.

BENEFIT: If you know Burning Hands or Fire Bolt or any other basic tier ability that inflicts fire damage, you may expend 2 vitality points as a standard action while wielding the wand to produce a Fireball effect instead, such that you project a red ray out to 90 ft that blossoms into a 15-ft-radius ball of fire, and creatures in the area suffer 1d6 fire damage per level, or ½ damage when its Reflex resists.

CREATION: 1,000 gp ; masterwork wand plus Fireball.

PRICE: 2,000 gp.

Hefty Hank

This Tiny disc-shaped pendent conjures a manservant to haul your gear.

BENEFIT: With a command word and 1 vitality, you rub the pendent to conjure a Small-sized, burly phantasmal servant ("Hank") to carry around loads for you. He carries up to 100 pounds / level of gear that is no more than 3-ft in diameter. He carries it all 3 ft above the ground and he remains within 5 ft of you, or as close as possible within 120 ft. He can pick up and put down unattended objects but will not drag them. He is weightless, made of pure force, immune to all damage except Dispel Magic or such, and only speaks rudimentary phrases such as "light as a feather", "as you wish", and "too heavy". Hefty Hank remains for 4 hours + 1 hour per level or until he's out of range.

CREATION: 1,000 gp ; masterwork disc plus Floating Disk.

PRICE: 2,000 gp.

Hex Pot

This small pot allows you to make hex bags.

BENEFIT: At any time using this 1-ft-diameter pot, you can craft a unique hex bag following a 1-minute ritual. In the ritual, you utter a specific person's name, add 3 strands of their hair or add 3 drops of their blood to a tiny bundle of twigs and vermin bones, state 1 curse effect, and expend 3 vitality. Curse options include: : -2 penalty on d20 rolls, damage rolls, and saves; blindness, deafness, impotence, muteness or an illusory change in appearance (age, race or sex); or, a -5 penalty on Comeliness and a -2 penalty on Charisma-based skill checks. At the ritual's end, you cinch the twigs into a tiny bag. Thereafter, whenever the creature comes within 15 ft of the bag, or enters combat with the bag on its person or in the area, it suffers the curse

Circumscribed Magic Items

You can adjust the cost of creating a magic item by -1 design points when you place 1 of the following limitations on it:

» It is size Medium or larger, and thus too encumbering to be carried as personal gear.

» It works for only 1 alignment of users (and the item does not work for the item's creator).

» It takes 3 rounds to activate.

» It is an intermediate tier item that requires the user know a related basic tier ability already to use it.

» It works for only 1 hour once/week.

» It requires 1,000 gp worth of special materials to activate. These materials are not consumed by use but must remain present.

When applying 1 of these limitations, adjust any standard intermediate tier magic item to be a basic tier item. Similarly, you can adjust any standard advanced tier magic item to be an intermediate tier item by applying 2 of these limitations. You can also add a basic tier ability to an advanced or paragon item but off-set its cost, as if not added, by applying one of the above limitations.

effect (no save). The curse lasts 2 minutes. After 3 activations of the curse, the bag turns to dust and the effect ends. No two bags that target the same person do not stack, and you can have a maximum number of bags in use equal to ½ your level + 2.

CREATION: 1,000 gp ; small masterwork iron pot plus Curse or Hex.

PRICE: 2,000 gp.

Hypnotic Pendulum

This tiny piece of jewelry dazes a nearby person.

BENEFIT: With a few swings of the pendulum and 2 vitality, 1 person within 15 ft who can see and hear you is dazed for 5 minutes outside combat or for 1d3 rounds in combat. Targets don't need to know your language. An attack against a hypnotized target ends the effect. Will resists.

CREATION: 1,000 gp ; masterwork pendulum plus Hypnotize.

PRICE: 2,000 gp.

Grimoire of Lost Souls

This book teaches you new spirits.

BENEFIT: Once daily after studying the intricate legends and rituals of occult spirits for 10 minutes, your next uses of Occult Surge that day last 2 minutes (rather than 3 rounds).

SPECIAL: After studying this book for 1 day and spending 1,000 gp in special materials, you permanently gain its benefits without needing to study it, allowing you to pass on the book to others.

CREATION: 1,000 gp ; masterwork book plus Occult Power.

PRICE: 2,000 gp.

Little Twerp

This tiny doll stirs up trouble.

BENEFIT: Also called a "little angel" or "little devil", this Tiny doll typically looks angelic or devilish. It has DR 3 and 2 wound points. When you expend 1 vitality, it animates for 1 hour. While animate, it can keep watch, courier notes, scout or entertain a crowd. Mostly, however, it enjoys sitting on your shoulder or in a shirt pocket, quietly pointing out opportunities to join it in committing chaotic, evil, good, lawful or neutral acts as decided at its time of crafting. It can't make attacks, has a land speed of 10 ft, can jump 30 ft without harm or a skill check, and has Perception, Stealth, and Trick modifiers of +10 + your level. It also has a similar bonus in 1 other skill, decided at the time of crafting. Its vitality and saves equal your own. Its has a score of 10 in all attributes except Strength 3 and Intelligence 5. While it can speak, it has the mind and demeanor of a bird, dog, snake or similar critter and any talk beyond jokes and noticing opportunities is rudimentary at best.

CREATION: 1,000 gp ; Tiny masterwork doll or felt, metal, and wood, plus Animal Helper.

PRICE: 2,000 gp.

Mage-rage Wand

You project powerful magical missiles.

BENEFIT: If you know and use Magic Missile while gripping the wand, each our your missiles now inflicts 2d6 force damage (rather than 1d4+1). As the spell, you still project 1 bolt per 2 levels (max 5 bolts) and each bolt unerringly hits a target within 90 ft, with multiple bolts against the same target counting as 1 big bolt.

CREATION: 1,000 gp ; masterwork wand plus Magic Missile and Spell Sculptor.

PRICE: 2,000 gp.

Merchant's Crest

This silver-plated shield wards a home with an alarm system.

BENEFIT: This ornate but disconcerting shield guards a 3,000 square ft property for 4 hours + 1 hour per level or until moved by you. If a living creature besides you enters the area, the shield sounds an audible or silent alarm (as you prefer) for 5 minutes or until you touch it. Activating the shield merely requires you provide a short prayer and minor material offering such as fresh flowers worth 1 cp at its base. The offering is consumed by its use. You indicate the boundaries of the property by inserting a map on the inside of the shield.

CREATION: 1,000 gp ; small masterwork silver-coated shield plus Alarm or Grave Guard.

PRICE: 2,000 gp.

Mind Fogger

This vial produces a sleep-inducing elixir.

BENEFIT: At any time, you can produce 1 drop of clear odorless fluid from this Tiny bottle and add it to any food or drink item, where it remains active for 1 hour. The next person to partake of the tainted item becomes fatigued for 1 minute, then falls sleep for 5 minutes. Will resists sleep but not fatigue. Only damage delivered to the person ends the effect. The elixir does not count as poison but Detect Magic reveals something amiss. Each use costs 1 vitality.

CREATION: 1,000 gp ; small masterwork bottle plus essence of camomile flower and Sleep.

PRICE: 2,000 gp.

Minor Chakra Stone

This orbiting stone gently boosts 1 chakra.

BENEFIT: There these marble-sized stones come in several colors. Each color is keyed to a chakra and confers a benefit listed here:

No	Color	Themes	+3 boost on checks using...
1	brown	physical body	Athletics, Endurance, Intimidate
2	red	sex, healing	Diplomacy, Heal, Music
3	orange	society, relationships	Bluff, Disguise, Streetwise
4	green	animals, plants	Handle Animal, Nature, Survival
5	yellow	money, property	Appraise, Dungeoneering, Trick
6	blue	reason, technology	Mechanics, Pilot, Technics
7	purple	leadership, culture	History, Nobility, Warcraft
8	white	magic, gods, afterlife	Arcana, Insight, Religion

The stone, once held tightly to the relevant chakra, rises and orbits you, though for combat or similar times you can expend a swift action to merge the stone into your body at the relevant chakra point, where it remains for 5 minutes before reemerging. Otherwise, releasing the stone is a swift action. The stone also exits and falls to the ground if you die. You can have up to 8 stones active at once, each in a different orbit.

CREATION: 1,000 gp ; masterwork marble plus Mage Hand and Chakra Focus.

PRICE: 2,000 gp.

Monster Swatch

This watch detects the presence of monsters.

BENEFIT: As a standard action, you flex the forearm that bears this watch, also called a "spell watch". It gently vibrates if there magic-using non-persons within a 15-ft cone in front of you. Or, if you spend 1 vitality, you learn whether any creatures within 30 ft have magic abilities.

CREATION: 1,000 gp ; masterwork watch plus Detect Monsters or Detect Magic User.

PRICE: 2,000 gp.

Montebank's Scarf

You can bluff and steal with ease.

BENEFIT: While wearing the scarf, you enjoy a +4 bonus on Bluff and Trick checks. The benefit is due to subtle illusions rather than a smoother tongue or nimbler fingers. Moreover, you can change the scarf's color, style, size, and other superficial qualities as a swift action.

CREATION: 1,000 gp ; masterwork scarf plus Illusionist.

PRICE: 2,000 gp.

Mystery Costume

This disguise is used to frighten or entertain.

BENEFIT: The first of these remarkably life-life suits let the rich truly entertain each other on the Night of the Dead (which falls in the 10th month of each year, under the ghoul constellation). Later suits let thieves and others terrorize and steal. The costume takes 3 rounds to don and covers you entirely, providing a +10 bonus on Disguise checks to not be recognized as yourself but also a -5 penalty on Acrobatics and Perception checks, due to its bulkiness. When activated with 1 vitality, you can target 1 living creature within 15 ft with magically menacing theatrics, causing it to be shaken for 5 minutes or for 1 round if its Will resists. If the target is 5+ levels below you, it is frightened instead, fleeing the best you can or cowering if it cannot flee.

CREATION: 1,000 gp each ; masterwork costume plus Scare.

PRICE: 2,000 gp each.

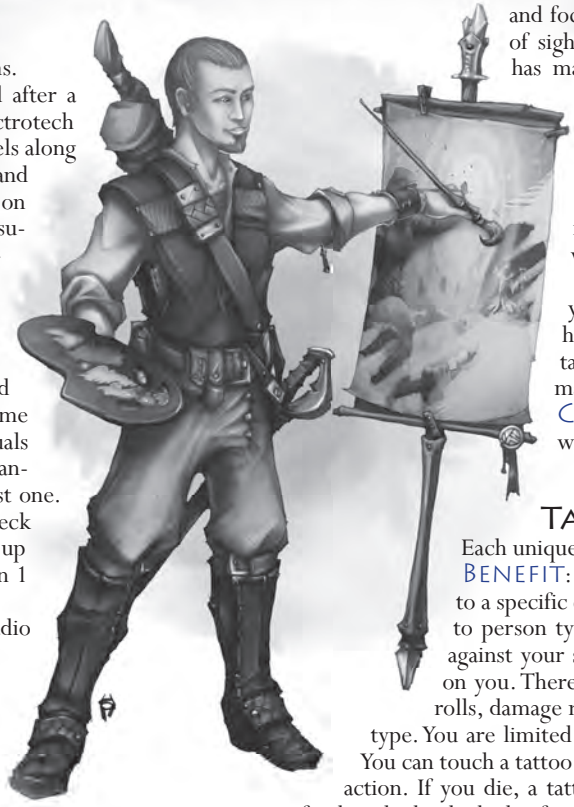
Otherworldly Radio

This item picks up signals from other realms.

BENEFIT: This item is typically styled after a normal radio receiver but lacks working electrotech parts. Instead, you can select 1 of 42 channels along a spectrum and tune in to ambient sounds and conversations, including songs and gossip, on other realms of existence. The language is usually local to that realm (ex. Abyssal, Celestial, Genie, Infernal, Mechan or Sylvan) and you have no control over who or what you hear specifically, only which realm. Assuming you speak at least 1 of the above languages, after 10 minutes of searching and listening, the chance that you receive some benefit, beyond random thrills or chills, equals 30% + 2% per level + 5% per additional language above that you know beyond the first one. Success grants you a +5 bonus on 1 skill check of your choice for 24 hours. You can benefit up to 3x daily. If you roll 100 exactly, you gain 1 taint point. Each use costs 1 vitality.

CREATION: 1,000 gp ; small faux radio plus Spirit Guide.

PRICE: 2,000 gp.



Pain's Censure

You aren't dazed by wound damage.

BENEFIT: With the pendent, you aren't dazed by wound damage.

CREATION: 1,000 gp ; masterwork pendent plus Pain is Life.

PRICE: 2,000 gp.

Pious Radio

This delivers religious programs directly from your deity's realm.

BENEFIT: This item is typically styled after a normal radio receiver but lacks working electrotech parts and has only 1 working channel. When activated, you receive 1 hour of programming relevant to your deity and religion, brought to you in Common. After listening, you enjoy a +3 bonus on Religion checks and +2 vitality for 24 hours. You may exceed your normal maximum vitality this way. Alternatively, if there are multiple listeners present who follow the same deity, apportion a +10 bonus on Religion checks amongst the listeners (ex. +2 bonus for 5 listeners) in lieu of the usual benefit. The radio works 1/day, typically when religious services for your deity would normally occur.

SPECIAL: In lieu of a Religion bonus, roll 1d6 which of the following skills to boost: 1) Arcana, 2) Endurance, 3) History, 4) Insight, 5) Music or 6) Religion.

CREATION: 1,000 gp ; small faux radio plus Cult Sigil.

PRICE: 2,000 gp.

Shockboost Wand

You boost your knowledge to evoke bolts of lightning.

BENEFIT: If you know Shocking Grasp or any other basic tier ability that inflicts electrical damage, you may expend 2 vitality points as a standard action while wielding the wand to produce a Lightning Bolts effect instead, such that you inflict 1d6 electrical damage per level (max 10d6) to all creatures in either a 15-ft cone or along a 60-ft line, as you desire. Apply ½ damage if Reflex resists. Targets thatdon't resist are also dazed for 1 round.

CREATION: 1,000 gp ; masterwork wand plus Lightning Bolts.

PRICE: 2,000 gp.

Spell Meter

This watch-like meter helps you analyze 1 magic-using creature.

BENEFIT: This meter is disguised as a particularly intricate watch. As a standard action, you tap the meter and focus on 1 creature within 30 ft and line of sight. The watch vibrates if that creature has magic abilities. Moreover, if you tap a 2nd again, you learn how many magic abilities (up to 60, via the second hand) and of what tier (the quadrant of the first hand). Finally, a 3rd tap reveals whether or not that creature is a person (no save). Each tap costs 1 vitality.

SPECIAL: To use this item, you must be a person and be a goyle, have the Hunter theme or be an Immortal Hunter, or have no more than 3 magic abilities.

CREATION: 1,000 gp ; masterwork watch plus Detect Magic User.

PRICE: 2,000 gp.

Tattoo Badge

Each unique badge guards against 1 creature type.

BENEFIT: Each leather and gold badge is keyed to a specific creature type or a speicifc race if keyed to person type creatures. After holding this badge against your skin for 1 minute, it becomes a tattoo on you. Thereafter, you enjoy a +2 bonus on attack rolls, damage rolls, and saves against creatures of that type. You are limited to 1 badge per creature type or race. You can touch a tattoo and draw forth the badge as a standard action. If you die, a tattoo remains but anyone may drawn it forth and take the badge for itself.

CREATION: 1,000 gp ; masterwork badge plus Favored Enemy.

PRICE: 2,000 gp.

Techic Hat

Suddenly, you can work with electrotech.

BENEFIT: When you wear the hat and expend 1 vitality, you can make Technics checks and enjoy a +5 bonus when doing so for 4 hours + 1 hour per level. You must be a person or mutant with Intelligence 11+ to benefit.

CREATION: 1,000 gp ; masterwork steel hat plus Technomancer's Apprentice.

PRICE: 2,000 gp.

Track Mite

You can track a creature's location from afar.

BENEFIT: Once activated, you know the distance and direction to travel to reach this Tiny innocuous item, which may be a button, marble, ribbon, pen or such. The effect lasts 1 hour and works out to 5 miles. Applying the mite to a foe unawareness requires a successful Trick against their Perception as a standard action. Grant the target a +10 bonus if you try Trick as a move action. Costs 1 vitality to active.

CREATION: 1,000 gp ; small masterwork item such as a marble or pen plus Sense Link or Locate Evil.
PRICE: 2,000 gp.

Trifocal Pendent

You have access to 3 more occult spirits.
BENEFIT: When binding an occult spirit using Occult Surge (page 114), you have access to 3 more spirits. The spirits are chosen when creating the pendent. If you lose the pendent after binding 1 of its spirits, the spirit remains for an additional 1d4 hours.
CREATION: 1,000 gp ; masterwork pendent plus Spirit Lore. You or an adjacent ally must know the spirits keyed to the pendent.
PRICE: 2,000 gp.

Voidjumper's Vest

This vest briefly protects you against void conditions.
BENEFIT: As a swift action and 1 vitality, you suffer no ill effect to void conditions for 3 rounds. This protects against ambiant conditions in the Void including extreme heat and cold, radiation, and vacuum conditions (RPG, page 236). It does not protect against anything else, and unless you renew the effect or exit the Void, you become subject as usual when the vest's magic ends.
CREATION: 1,000 gp ; masterwork vest plus Resist Void.
PRICE: 2,000 gp.

Wondrous Easel

This painter's tool brings out every subject's inner self.
BENEFIT: While using this easel, boost your Craft checks by +10 to draw, paint or otherwise illustrate. Moreover, you enjoy a +2 bonus on Insight and Perception checks while illustrating a subject using the easel.
CREATION: 1,000 gp ; masterwork easel plus Illustrator
PRICE: 2,000 gp.

Intermediate Wonders

The following magic items are equivalent to intermediate abilities and are suitable for character levels 6 through 10.

Arcane Jump Pack

This ornate backpack allows the user to levitate himself with ease.
BENEFIT: This backpack is styled like a nonmagical steam-gear rocket pack, though it admits no water, emits no steam, and is entirely magical. As a move action while wearing it, you can move 30 ft up, down or diagonally, or you can remain in place in midair. The motion lacks grace, inflicting a -5 penalty on your Acrobatics checks. It is otherwise practical and functions as a backpack with +5 pounds (1 slot) of extra weight. Each round's use costs 2 vitality.
CREATION: 2,500 gp ; masterwork faux rocket pack plus Levitate.
PRICE: 5,000 gp.

Arcane Opticon

This glass plate magically copies and imprints real scenes.
BENEFIT: This 6-inch-square glassteel plate has two functions: capture and imprint images.
First, you can hold up the plate, utter an eldritch word, and expend 1 vitality to gain a visual copy of the scene within the glass. The quality of the image is realistic as if you had set a 2-ft-square frame. The scene must be illuminated by natural or magical light. Even if you enjoy darkvision, true sight, or other visual benefits, only aspects of the scene visible to the unaided human eye are recorded. You can store up to 10 images this way in the glass plate and move between them by tapping on the plate or uttering the image's number in the series (1 through 10). Excess new images delete the oldest ones.
Second, you can hold the glass plate over a solid surface such as a piece of paper or stone wall, utter an eldritch word, and expend 1 vitality to transcribe a copy of the image onto that surface. The image is color and can be as small as a 6-inch-square or as large as a 15-ft-square, depending on your distance from the surface (0 ft min, 30 ft max). The result is nonmagical and attempts to damage or remove it work normally. The plate retains the image after imprinting it.
CREATION: 2,500 gp ; masterwork glassteel plate plus Imprint Image and Record Image.
PRICE: 5,000 gp.

Bag of Beans

Each bean produces a beanstalk or has a special effect.
BENEFIT: This Tiny leather bag offers an unlimited number of "magic beans". Withdrawing a bean is a standard action and costs 1 vitality. If you plant and water a bean, it grows into a Medium beanstalk in 24 hours, producing normal nutritious beans. If you eat a bean, it grants 1 use of a divine basic boon (if you're under 6th level) or an intermediate boon (if you're level 6+) from the deity linked to the bean's color. The beans come in 10 colors. Roll d10: 1) red=Majareet, 2) orange=Corvis, 3) yellow=Cosmia, 4) brown=Rorax, 5) green=Greenwyrm, 6) blue=Maiya, 7) purple=Tanish, 8) pink=Mikulishna, 9) black=Yaba, and 10) white=Ymuri. A DC 15 Religion check correctly matches a bean's color to its deity. If the boon has a vitality cost you must pay that. You can only select a boon for which you qualify to use, except that you can have any deity. And using a boon of a deity that opposes your alignment may shift your own alignment.
Danger: If you eat a bean and have ever killed a fey creature or a non-evil sentient plant creature such as a treant, you immediately transform into a half-ogre or ogre (if evil, RMG, page 122) of equal level rather than enjoy a boon. Remove Curse ends the effect.
CREATION: 2,500 gp ; masterwork leather bag plus Curse and Plant Growth.
PRICE: 5,000 gp.

Bloody Lipstick

You disguise a monster as a person.
BENEFIT: By expending 2 vitality and applying several precise dabs from this lipstick tube to 1 adjacent sentient non-person bipedal ally, you grant it a +20 on Disguise checks to seem alive and register as a person for 1 hour. This is generally useful for celestials, fiends, mutants, and undead. Your ally gains no other benefits. As a bonus, the tube functions as an infinite source of mediocre blood-red lipstick.
CREATION: 2,500 gp ; masterwork piece of jewelry plus Whisper.
PRICE: 5,000 gp.

Brooch Against Possession

This jewelry wards against evil creatures and their influence.
BENEFIT: Once worn and activated, you ignore the effects of mental influence or possession by aberrations, fiends, and undead for 24 hours. Costs 5 vitality if you are evil, 2 vitality if you are neutral, and 1 vitality if you are good.
SPECIAL: If you spend 2,500 gp in special materials and perform a 1-hour ritual, you ink a special tattoo on yourself, gain the benefit permanently (though you must still pay the daily cost), and may pass the item on to someone else.
CREATION: 2,500 gp ; masterwork brooch plus Protection From Evil.
PRICE: 5,000 gp.

Deflection Bracer (Left Arm)

This bracer generally hinders all arrows, bolts, and bullets.
BENEFIT: For 5 minutes, you enjoy DR 10, or you get +5 DR if your DR is below 8) against ranged weapons. Costs 2 vitality.
SPECIAL: This item works with Deflection Bracer (Right Arm).
CREATION: 2,500 gp ; masterwork bronze and gold bracer plus Protection from Arrows.
PRICE: 5,000 gp.

Deflection Bracer (Right Arm)

This bracer deflects a single arrow, bolt or bullet.

BENEFIT: Up to 1/round as an immediate action, when you would normally be hit by a ranged weapon, you may deflect it so that you take no damage from it. You must be aware of such an attack and have at least 1 hand free.

SPECIAL: This item works with Deflection Bracer (Left Arm).

CREATION: 2,500 gp ; masterwork bronze and gold bracer plus Deflect Arrows.

PRICE: 5,000 gp.

Delver's Matrix

This metaphysical device reports strong past events in a location.

BENEFIT: This strange-looking device is organized with clock-like hands that point to spaces in a matrix of 7 rows and 6 columns. The spaces note kinds of great life events such as battles, betrayals, marriages, murders, births, and great pain. When you pay 2 vitality and concentrate, the matrix begins to report events that have occurred in the vicinity. Starting with the most recent event and working backward in time, it reports 1 distinct event for every 10 minutes you concentrate, if any such events exist, to a maximum of 1 event per level. You learn the general nature of the event and its distance in time. For each event, you also enjoy a cumulative +1 bonus on History checks for 24 hours regarding the location. You can use this ability once each level on a given location.

CREATION: 2,500 gp ; masterwork device plus Read Ruins.

PRICE: 5,000.

Dragon Amulet

This amulet charges magic items.

BENEFIT: Each day at dawn, the amulet starts fully charged with 4d6 vitality points. With a gentle touch, you charge a worn, held or adjacent magic item with 1 or more vitality points, down to 0 charges. The charges remain within the item until dawn and the item's user may pay any vitality cost using his own points or the item's newly acquired charges. You learn how many charges a wand has left on a DC 15 Arcana check.

CREATION: 2,500 gp ; masterwork ironwood wand plus 1 vial of dragon's blood and Revitalizing Magic.

PRICE: 5,000 gp.

Dread Stethoscope

This device allows you to hear from a corpse.

BENEFIT: This flexible device consists of 2 ear-buds, linked by hollow tubes, that you insert into your ears plus a circular metallic chest-piece that you place onto an adjacent corpse. After 2 minutes of wearing the device and applying the chest-piece at various spots on the corpse, you can ask 1 question per 2 levels over the course of 5 minutes from it. The corpse only knows what the creature did in life, including languages it spoke. If the creature was good, it can resist using Will. The corpse must be mostly intact and have an intact brain, heart or larynx. Only you can hear the answers through the ear-buds. You can use this ability up to once weekly on the same corpse. Each use costs 2 vitality.

CREATION: 2,500 gp ; masterwork stethoscope plus Speak With Dead.

PRICE: 5,000 gp.

Enchanted Pinecone

This small item allows you to send messages to close followers who have an enchanted earbud.

BENEFIT: When you whisper into this pinecone, you send a message up to 25 words to 1 ally per level within 2 miles with an enchanted earbud (see Basic Wonders above). You name the allies; if any of their earbuds are unattended or someone else has an earbud, your message remains unsent until the named ally has it. You do not need line of sight or line of effect.

CREATION: 2,500 gp ; lacquered pinecone plus Broadcast.

PRICE: 5,000 gp.

Eye of Lazulus

This jewelry helps you hypnotize monsters.

BENEFIT: This enchanted gem snaps onto a hypnotic pendulum (see Basic Wonders above). So equipped, that item now allows you to target any sentient creature with eyes, not just persons. When used by itself without the pendulum, the gem instead grants you a +3 bonus on Insight, Intimidate, and Literacy checks and a +2 bonus on all Charisma-based skill checks.

CREATION: 2,500 gp ; masterwork pendulum plus Monstrous Hypnosis.

PRICE: 5,000 gp.

Fierce Umbrella

This umbrella blasts foes with waves of force.

BENEFIT: You brandish the umbrella and inflict 1d6 force damage per level (max 10d6) to all creatures in either a 15-ft cone or along a 60-ft line, as you desire. Apply ½ damage if Will resists.

CREATION: 2,500 gp ; masterwork umbrella plus Force Punch.

PRICE: 5,000 gp.

Flatter Top

This bauble lets you charm monsters.

BENEFIT: While spinning this very shiny child's toy in your palm or on a flat adjacent surface, you target a sentient magic-using nonperson within 30 ft and hearing range. If you beat its Will, it obeys your simple verbal edicts. Edicts include: approach you, drop held items, fall prone, halt (do not move), kneel and pray, leave you, praise a deity, sit down, stand up, or strike an adjacent creature. The effect lasts 1 round in combat or 1 minute out of combat. A target that resists is immune to it for the rest of the day. Costs 2 vitality.

CREATION: 2,500 gp ; masterwork piece of jewelry plus Whisper.

PRICE: 5,000 gp.

Forever Portrait

This bulky life-like portrait lets you interact with the deceased.

BENEFIT: This 15-square-ft canvas bears the perfect likeness of 1 dead person, whose corpse is on-hand and magically merged into the painting at the time of crafting. If the person was good, he can resist using Will and belay crafting. Thereafter, up to 1/week, the painting can subtly animate for 5 minutes and whisper answers to 1 question per 2 of your levels as if he were alive. He only knows what he knew in life. If the portrait is damaged more than 20%, it is dormant until mended. Raising the person from death destroys the portrait. You can activate the portrait and stand back to allow others to ask questions or let him speak on a specific topic that he knew in life, such as deliver a rousing speech or recall favorite old times. Costs 2 vitality.

CREATION: 2,500 gp ; person's corpse plus Gentle Repose, Speak with Dead, and a successful DC 15 Craft or Heal check.

PRICE: 5,000 gp.

Forget Me Not

This flower causes 1 person to forget the past 5 minutes.

BENEFIT: With a pinch of this lapel or corsage flower, 1 target with 15 ft forgets what occurred for the past 5 minutes. Will resists. This affords retries on Diplomacy checks and such as well as the obvious benefits. Costs 1 vitality.

CREATION: 2,500 gp ; masterwork silver flower plus Back Lapse and Memory Lapse.

PRICE: 5,000 gp.

Garrulous Pete

This neckband helps you shout very loudly.

BENEFIT: While wearing the neckband, you can speak at 2x your normal volume whenever you like. Moreover, when you expend 2 vitality, you shout mightily, such that creatures caught in the 30-ft cone suffer 1d8 + your level in sonic damage (no save). If you beat their Fortitude, they are also dazed for 1 round.

CREATION: 2,500 gp ; masterwork silk, lace or leather neck-

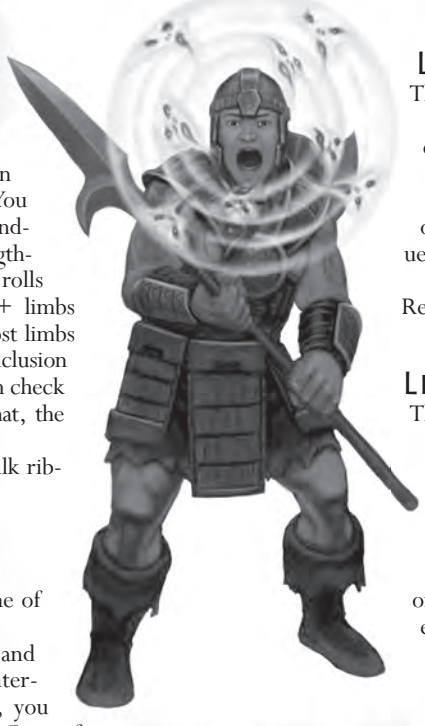
band plus Sound Burst.
PRICE: 5,000 gp.

Goatian Codex

This book teaches you how to bind occult spirits.
BENEFIT: This esoteric book complements Secrets of Pact Magic (below), such that once daily, after studying this book for 1 hour, you ignore all 4 side-effects associated with your uses of Occult Surge for the day. By itself, this book is too complex to understand.
SPECIAL: After studying this book for 1 month and spending 2,500 gp in special materials, you permanently gain its benefits without needing to study it, allowing you to pass on the book to others.
CREATION: 2,500 gp ; masterwork book plus Ambiguous Self.
PRICE: 5,000 gp.

Hag's Tongue

This long ribbon snatches and devours a target's limb.
BENEFIT: Also called a "wither lass", this ribbon is 6 inches wide and 10 ft long. Using it, you can target a creature within 10 ft. If you spend 2 vitality and beat the target's Reflex, the ribbon extends and "grabs" one of the target's limbs, inflicting 1d6 wound damage. Also, if the target fails to resist using Fortitude, 1 of its limbs is torn off and vanishes within the ribbon's folds. You specify a leg, arm, tentacle or similar appendage. A biped suffers a -5 penalty on Strength- and Dexterity-based skill checks and attack rolls for each missing limb. Creatures with 5+ limbs instead suffer a -2 penalty per lost limb. Lost limbs can be retrieved within 3 rounds of the conclusion of combat on a successful DC 25 Perception check to find the limb within the folds. After that, the limb is forever lost into the Astral Realm.
CREATION: 2,500 gp ; masterwork silk ribbon plus Wither Limb.
PRICE: 5,000 gp.



Hoarfrost Wand

You boost your knowledge to evoke a cone of cold.
BENEFIT: If you know Primordial Ray and Ice or any other 2 basic tier abilities or 1 intermediate ability that inflicts cold damage, you may expend 5 vitality points to produce a Cone of Cold effect, such that you inflict 1d6 cold damage per level to all creatures in a 60-ft cone. Reflex resists for ½ damage.
CREATION: 2,000 gp ; masterwork wand plus Cone of Cold.
PRICE: 5,000 gp.

Hypnotic Billboard

This huge mural plants suggestions in people's minds.
BENEFIT: This item initially comes as a painted scroll. Typically, the scroll portrays an important person, place, object or event. When pressed against a wall or similar stiff surface as the final touch in its creation, it permanently embiggens to 5x its size (15 ft x 50 ft) and remains fixed in that spot.

Forever after, once daily at a specified time, it automatically animates to fascinate onlooking persons within 120 ft who fail to resist using Will. The animation is gentle or at least repetitive, like a hypnotic pendulum, and can include minor unintelligible sounds. For 5 minutes, affected persons do not move or attack and suffer a -5 penalty on Perception checks. However, if an attack roll occurs within the area, the effect immediately ends.

Besides its daily show, anyone can animate the billboard at any time by paying 1 vitality to watch it for 3 rounds or 2 vitality to watch for 5 minutes. You can reset the daily show time at the start of each day on a DC 15 Arcana check. Because this magic item is so large, it can be safely left unattended, though performers often accompany the billboard's show.
CREATION: 2,500 gp ; masterwork painted scroll that is 3 ft wide and 10 ft long, plus a successful DC 15 Craft check, Enthrall, and Vitality Surge.
PRICE: 5,000 gp.

Immobilus Wand

The target creature is rendered useless.
BENEFIT: One foe within 30 ft must resist using Will or be painlessly flattened into a 5-ft-square surface within 10 ft of it, such as a floor or wall. If no such surface is available, it is simply held still. While in this state, the foe is plainly visible to others and can perceive, speak conversationally, and think but is helpless and cannot move or take actions. The effect lasts 1d4 rounds. Costs 2 vitality.
CREATION: 2,500 gp ; masterwork wand plus Hold Person or Reflection Trap.
PRICE: 5,000 gp.

Life Vest

This garish vest belays bleeding, drowning, and burning.
BENEFIT: While wearing the vest, you automatically stabilize after taking wound damage, enjoy a +10 bonus on Athletics checks while swimming, benefit from +2 DR versus fire damage, and never suffer from ongoing fire damage (damage that automatically continues after the first round).
CREATION: 2,500 gp ; masterwork vest plus Resist Fire, Stabilize, and Swim.
PRICE: 5,000 gp.

Little Looper

This watch can dial back time by 1 round.
BENEFIT: Up to 5x daily, when you spend 2 vitality and tap this watch as a move action, the watch partially bends back time for you by 1 round so you can retry a skill check. This is a favorite of diplomats and thieves who may truly rue the results of a poor skill check. No one except a chronomancer or other creature with time-travel abilities notices the effect.
CREATION: 2,500 gp ; masterwork watch plus Retry.
PRICE: 5,000.

Lovers Mask

This alluring mask heals you during romantic interludes.
BENEFIT: Once donned, this mask changes to match your personality, from a plain black leather mask to an ornate furred or feathered animal mask. While wearing it, apply a +2 bonus on Diplomacy checks or +5 in romantic situations. Also, once daily after 10 minutes of lovemaking, you recover 3d6 vitality; or, you and your partners heal up to 3d6 vitality evenly distributed among the lovers.
CREATION: 2,500 gp ; masterwork mask plus Romantic and Revitalizing Love.
PRICE: 5,000 gp

Mana Well

This magic box provides vitality to power other magic items.
BENEFIT: Each day, this 1-ft-cube, 5-pound box automatically recharges itself up to 10 vitality points. The box automatically pays any and all vitality costs, up to 10 points, to power the abilities of a specific magic item or specific non-sentient non-living creature (ex. mindless construct or undead) within 30 ft. The item or creature is designated when the mana generator is created. The box can have any look, from a wind-up music box to a puzzle box. If opened, its interior glows more or less corresponding to the amount of vitality

remaining within. If the designated item or creature is destroyed, the box can be linked to a new adjacent item or creature after a simple 1-minute ritual.

SPECIAL: Multiple boxes can be linked to the same item or creature to provide more vitality, which is notably useful to power a castle or dungeon's magical defenses, among other costly needs.

CREATION: 2,500 gp ; masterwork box plus Second Wind and 1 vial of blood from a living magic-using non-person creature.

PRICE: 5,000 gp.

Mite's Eye

You can see and hear what's going on around a tagged person.

BENEFIT: Once activated, you know the distance and direction to find this Tiny innocuous item, which may be a button, marble, ribbon, pen or such. The effect lasts 10 minutes and works out to 500 ft. Preparing the "eye" takes 1 minute, and secretly applying it to a foe requires a successful Trick check versus its Perception. Once tagged, you can see or hear (but not both) events in a 10-ft radius around the eye, even if it is in someone's clothing or within a box or vehicle or such. You decide whether to see or hear each time you prepare the eye. Costs 2 vitality to active.

CREATION: 2,500 gp ; small masterwork item such as a marble or pen plus Clairaudience/Clairvoyance.

PRICE: 5,000 gp.

Monstrous Pendulum

This lustrous pendulum influence others with powerful suggestions.

BENEFIT: With a few swings of the pendulum and 2 vitality, 1 person within 30 ft who can see and hear you must resist using Will or do his best over 1 1-hour period to complete a task that you phrase in 10 words or less. The person will not deliberately harm himself and the effect has a 50% chance to end each round that his life or any of his allies' lives are in danger. This item's name describes those who tend to use this device rather than its targets, often leading to some misunderstanding as it is useless against monsters.

CREATION: 2,500 gp ; masterwork pendulum plus Suggestion or Hypnotic Suggestion.

PRICE: 5,000 gp.

Noble's Crest

This gold-plated shield wards a large room with a magic circle.

BENEFIT: This ornate shield guards 300 square ft for up to 4 hours + 1 hour per level or until moved by you. No non-person creature can pass the guarded perimeter for the duration. Activating the magic circle costs 2 vitality per hour; alternatively, so long as you keep 2,000 gp worth of valuables tucked under the shield, there is no vitality cost. Using the crest does not harm the valuables. You indicate the boundaries of the warded space by inserting a map on the inside of the shield.

CREATION: 2,500 gp ; small masterwork gold-coated shield plus Magic Circle.

PRICE: 5,000 gp.

Old Sasha

You imbue a marionette with key pieces of someone's mind.

BENEFIT: Also called Uncle Sasha or Auntie Sasha, this 1-ft tall stringed doll is modeled after a specific deceased person and can animate to mimic him or her. The person must be adjacent to you, or you must have the person's most personal item, when creating the doll. When activated, the doll does not move on its own; rather, it moves and speaks when you take up its strings to animate it. It knows 1 language the deceased knew. It enjoys a +5 bonus on Bluff checks to act exactly like that person. And it enjoys a +5 bonus on 2 other skill checks reflecting that person's interests and expertise in life, though it is usually quite limited to actions it can perform and is mostly for solace, entertainment, and lore. Indeed, 1/month, the doll can respond in 1 word to 1 question that you phrase to it in 10 words or less. The doll is usable 1/day for 1 hour at no cost; and it is usable at any time for 1 hour when you spend 1 vitality.

SPECIAL: If the target person is restored to life, the doll no longer works.

CREATION: 2,500 gp ; masterwork marionette plus Performer and Spirit Guide.

PRICE: 5,000 gp.

Peeping Thomas

This make-up compact or cigar case helps you spy on others.

BENEFIT: When you open the case and expend 2 vitality, you magically see (but not hear) through a 2-ft square adjacent floor or wall area (max. thickness 1 ft wood, 6 inches stone, or 1 inch metal) for 1 round. Costs 2 vitality.

CREATION: 2,500 gp ; masterwork Tiny case plus Eye Spy.

PRICE: 5,000 gp.

Portals Wand

This wand hides or reveals all kinds of portals.

BENEFIT: This wand has 2 uses. Firstly, when you twirl the wand clockwise, you alter an adjacent door, window or other portal up to 10 ft square in area to go unnoticed and unusable, as if it is literally not there for 5 minutes, though you can still use it. This counts as a Hide Portal effect. Secondly, when you twirl the wand counterclockwise, you reveal the presence of the nearest secret door within 15 ft or suspend for 5 minutes a Hide Portal effect on the largest portal within 15 ft. Both uses cost 1 vitality.

CREATION: 2,500 gp ; masterwork wand plus Hide Portal and Show Portal.

PRICE: 5,000 gp.

Quip 'N' Quibble

This bauble lets you hold private conversations.

BENEFIT: By rubbing this cheap piece of jewelry, you and adjacent creatures are not heard talking by others and ignore Detect Thoughts for 5 minutes. Costs 2 vitality.

CREATION: 2,500 gp ; masterwork piece of jewelry plus Whisper.

PRICE: 5,000 gp.

Rage Fetter

You transform into a raging swarm of darkness to assault foes.

BENEFIT: Whenever you are below full wound points, you may activate this item as a move action. Otherwise, activating this item takes 3 rounds. Upon activation, you transform into a 5-ft-cube mass of inky vermin and your creature type changes to typeless. In this form, have a 40 ft climb, fly or swim speed (pick which one), DR 10, and immunity to all ailments. However, you suffer a -10 penalty on skills based on mental attributes and you cannot use items or abilities. You do not have limbs and cannot speak. However, you enjoy a +20 bonus on Disguise checks to not be recognized as yourself, and you can make a melee attack at any time to inflict 1d6 damage per 2 levels (max 5d6) to an adjacent foe. Will resists for ½ damage. The damage is either cold, necrotic, pain, vile or psychic energy—your choice when activating the fetter. In this form, you are not incorporeal and can be targeted as a single foe. The effect lasts 5 minutes and you cannot end it prematurely. Each use costs 2 vitality.

CREATION: 2,500 gp ; small masterwork pendant plus Rage and Summon Swarm.

PRICE: 5,000 gp.

Recharge Wand

You can recharge electrotech devices.

BENEFIT: With a steady tap-like motion, the wand recharges an adjacent electrotech item by 1 energy point per level. You may exceed a battery's normal limits but multiple uses of this ability do not stack beyond a full charge. Costs 2 vitality

CREATION: 2,500 gp ; masterwork steel hat plus Recharge Device.

PRICE: 5,000 gp.

Regeneration Wand

You can regrow a target's lost limbs.

BENEFIT: Up to 1/week, the wand can restore 1 lost limb or organ such as an eye or arm of an adjacent ally after 1 minute of work. This costs 5 vitality. Also, you may use up 600 gp in special materials to make it work 1 extra time immediately in an emergency.

CREATION: 2,500 gp ; masterwork wand plus Regenerate.

PRICE: 5,000 gp.

Scarf Kennel

You can transport your critter companions with ease.

BENEFIT: This item appears as a scarf, sash or similar piece of easily removable clothing. Within its folds you can magically store 4 Tiny or 1 Small animal, with it taking up no weight or volume as it is stowed in the Astral Realm. Storing or freeing the animal is a standard action. A DC 15 Perception check reveals the scarf tends to move and make noises, as if it were an animal. The animal can hear and smell but not see events while stowed and can free itself from the scarf on a DC 12 Acrobatics check if it senses strong danger or similar need from its owner. You can call to the animal to free itself. The effect lasts 4 hours + 1 hour per level and any animal within is safely deposited beside the scarf when the magic ends. Costs 2 vitality.

CREATION: 2,500 gp ; masterwork scarf plus Deep Pockets or Secret Chamber.

PRICE: 5,000 gp.

Secrets of Pact Magic

This book helps you bind occult spirits better.

BENEFIT: Once daily, after studying this book for 10 minutes, you may ignore any 2 costs or side-effects associated with using Occult Surge (page 114) later that day. You may 1) expend 0 gp in materials, 2) hide the spirit's appearance on your body, 3) fortify your alignment against movement toward neutral evil, and/or 4) avoid gaining a taint point.

SPECIAL: After studying this book for 1 week and spending 2,500 gp in special materials, you permanently gain its benefits without needing to study it, allowing you to pass on the book to others.

CREATION: 2,500 gp ; masterwork book plus Spirit Lore and Resist Occult.

PRICE: 5,000 gp.

Spellmap

This scroll shows the local topography.

BENEFIT: You lay out a blank scroll, incant for 1 minute, expend 2 vitality, and evoke a map upon the scroll. The map details a 60-ft square area within 120 ft. Data includes elevation, constructions, terrain, and gravity. The map does not show traps, creatures or anything else manufactured or animate. The chance of accuracy for each space is 70% + 1% per level.

SPECIAL: In order to use this item, you must know Assess Gravity or Dark Lore or enjoy a +5 or better bonus in both Dungeoneering and Nature. Otherwise, the chance of it working at all is only 30%.

CREATION: 2,500 gp ; masterwork blank scroll plus Map.

PRICE: 5,000 gp.

Spirit Cloak

This lovely garment lets you bind an occult spirit.

BENEFIT: There are many versions of this cloak, each keyed to a different occult spirit (page 160) selected when creating the cloak. The cloak sports dramatic embroidered imagery that betrays the specific spirit's theme on a DC 15 Arcana or Religion check. Once daily while wearing the cloak, you may call into yourself the keyed occult spirit and enjoy its benefits for 3 rounds. Unlike the usual binding process, there is no gp cost, no manifestation or alignment change, and no chance of gaining a taint point.

CREATION: 2,500 gp ; masterwork cloak plus Occult Surge and Spirit Lore.

PRICE: 5,000 gp.

Spotless Glove

This singular glove erases obvious signs of a crime.

BENEFIT: With a wave of your gloved hand, 1 adjacent corpse up to size Large, or a Small or Tiny mundane unattended object, turns to dust. This costs 1 vitality. Moreover, while wearing the glove, you never show blood on your body or held gear regardless of exposure. Instead, the blood instantly evaporates. Finally, the glove automatically changes style and color to match your outfit.

CREATION: 2,500 gp ; masterwork glove with tiny jewels plus Clean Hands and No Evidence.

PRICE: 5,000 gp.

Step Token

This bauble lets you step through walls and floors.

BENEFIT: By grasping this plain piece of jewelry, typically a ring or necklace, you can magically pass through an adjacent floor or wall (max. 1 ft wood, 6 inches stone, or 1 inch metal) as a standard action. Costs 2 vitality.

CREATION: 2,500 gp ; masterwork piece of jewelry plus Trap Door.

PRICE: 5,000 gp.

Technics Drowsing Rod

This forked rod locates electrotech.

BENEFIT: Anytime you grasp this rod and concentrate, you learn whether electrotech (switched on or off) is present or absent within a 15-ft cone. Each time that you scan the same area, you learn the exact location (within 5 ft) and name of 1 electrotech item present. This ability cannot locate invisible creatures or detect illusions. Moreover, 1/weekly, you learn the distance and direction to the most powerful (costly) electrotech item within 2 miles of you.

CREATION: 2,500 gp ; ironwood rod plus Detect Electrotech and Locate Electrotech.

PRICE: 5,000 gp.

Vanity Case

This make-up compact or cigar case allows you to throw curses.

BENEFIT: When you open the case, expend 2 vitality, and target 1 creature within 15 ft, it automatically suffers a curse (no save). The curse is subtle: each day its maximum vitality and wound points fall by 1. Also, it does not stabilize when bleeding. It may believe it suffers from mundane consumption. Remove Curse ends the effect.

CREATION: 2,500 gp ; masterwork Tiny case plus Consumption.

PRICE: 5,000 gp.

Vitality Wand

The wand restores a person's vitality.

BENEFIT: Each day at dawn, the wand starts fully charged with 4d6 vitality points. With a gentle touch, you may heal yourself or an adjacent ally of 1+ vitality points, down to 0 charges. You learn how many charges a wand has left on a DC 15 Arcana check.

CREATION: 2,500 gp ; masterwork ironwood wand plus Second Wind.

PRICE: 5,000 gp.

Vivid Tormentor

This jewelry lets others experience your pain.

BENEFIT: This jewelry is usually a circlet or amulet. While worn, as a standard action, you may inflict 1d6 pain damage per level (max 10d6) to all foes in a 30-ft cone within line of sight. Will resists for ½ damage. If you are below full wound points, targets feel your physical pain; otherwise, they feel the pain of your psychological wounds. Those who fail to resist are also dazed for 1 round if they are 2+ steps away from your alignment as they reconsider their values. Typically, the jewelry animates in a contorted fashion, harmlessly bursts aflame, or otherwise signals its activation.

CREATION: 2,500 gp ; masterwork piece of jewelry plus Grotesque Poetry.

PRICE: 5,000 gp.

Voidworker's Vest

This vest protects you against void conditions for a few minutes.

BENEFIT: As an immediate action when exposed to void conditions, or as a move action otherwise, you can expend 2 vitality and suffer no ill effect to void conditions for 2 minutes. This protects against ambient conditions in the Void including extreme heat and cold, radiation, and vacuum conditions (RPG, page 236). It does not protect against anything else, and unless you renew the effect or exit the space, you become subject as usual when the vest's magic ends.

SPECIAL: When you inlay the vest with 2,000 gp worth of gems or precious metals, the vest works for up to 15 minutes per day at 0 vitality cost.

CREATION: 2,500 gp ; masterwork vest plus Void Ward.

PRICE: 5,000 gp.

Wallwail Wand

You trap a foe in an adjacent stone wall or floor.

BENEFIT: With a flourish of your wand, you cause a Medium or smaller foe within 15 ft to vanish into a 5-ft-cube stone volume that's adjacent to it. Will resists. The effect lasts 5 minutes. While trapped, the creature can hear but not see or take any actions and it is undetectable from outside the stone. You can also use this wand to end a Meld Into Stone effect within range. Costs 2 vitality.

CREATION: 2,500 gp ; masterwork crystalline wand plus Meld Into Stone.

PRICE: 5,000 gp.

Weaver's Cloak

You can tap into a great, diffuse pool of magical lore.

BENEFIT: Once daily as a move action while wearing the cloak, you may expend 1 vitality to maybe access any basic magic ability that you don't know. The chance of success equals 70% + 1% per level. If you succeed, you must immediately use the ability that round and pay its usual vitality cost, if any. If the attempt fails, you may try again the next day.

CREATION: 2,500 gp ; masterwork cloak plus Student of the Weave.

PRICE: 5,000 gp.

Wizard's Kick

This vial of endless alchemical fluid creates nasty cannonballs.

BENEFIT: Applying the full contents of this iron vial on a 1-ft-diameter ball of rubbish (or a severed head) transforms it into a cannonball, after which you may telekinetically "punt" it within 3 rounds with a wave of your hand to any target within 90 ft. The ball delivers 2d6 fire damage + 2d6 force damage in a 15-ft-radius sphere. This generally leaves a shallow, tell-tale crater in unworked earth. The vial automatically refills when you pay 1 vitality.

SPECIAL: You may spend 3 rounds (rather than a standard action) to add an effect to the cannonball: 1) improve its range to 180 ft, 2) double its blast area to a 30-ft-radius, or 3) make it inflict 2x damage.

CREATION: 2,500 gp ; masterwork iron vial plus Fireball and Spell Sculptor.

Cost: 5,000 gp.

Wizard's Suitcase

This extradimensional study is a scholar's home away from home.

BENEFIT: This briefcase or small suitcase is also called a "sweat case" or "sweet case". When opened, one finds either a) a normal suitcase, perhaps with mundane clothes or a set of delicious cakes, or b) a portal into an extradimensional office. A gentle wave of your index finger as a swift action switches between the 2 modes. Only creatures (not unattended objects or natural phenomena such as wind) may enter the office, which is a 15-ft-cube in the Astral Realm. Within, you do not age, require nourishment, or heal naturally. A periscope, mirror, or similar glassy device in the office grants a narrow view of the outside world through the suitcase's keyhole. The chamber contains whatever furnishings you manage to stock within it. The chamber only holds 2 persons comfortably. Maintaining the chamber normally requires 5 vitality daily, but every 1,000 gp worth of furnishings reduces that cost by 1 vitality. Thus, most owners of a wizard's suitcase go to lengths to keep their space appointed. If the magic ends, the suitcase slams shut and fails to grant access to the office until vitality is paid or magic otherwise restored.

SPECIAL: You must know 3+ magic abilities and have Intelligence 15+ to use this item. Otherwise, the chance of opening and entering it is a mere 30%.

CREATION: 2,500 gp ; masterwork suitcase plus Secret Chamber.

Cost: 5,000 gp.

Wounding Skean

This knife exacts confessions from prisoners.

BENEFIT: This knife delivers 1d3 slashing damage as usual, or 1d3 wound damage when you expend 1 vitality as a move action that same round. Also, you enjoy a +3 bonus on Bluff, Diplomacy, and Intimidate checks while grasping it.

CREATION: 10,000 gp ; masterwork silk ribbon plus Snatch and Deep Pockets.

PRICE: 20,000 gp.

Advanced Wonders

The following magic items are equivalent to advanced abilities and are suitable for character levels 11 through 15.

Arcane Blade Forge

This large forge temporarily enchants armaments.

BENEFIT: At any time, when you place a manufactured weapon into the forge and withdraw it 3 rounds later, the weapon gains 1 or more of the following improvements: 1) doubled threat range (ex. from 19-20 to 18-20), 2) a +1 on attacks and +2 energy damage (any energy type you like), 3) +1 wound point of damage on each successful hit, 4) counts as magical for the purpose of striking incorporeal creatures, or 5) glows or vibrates (your choice) when a particular creature type (or 1 specific race, if persons) is within 30 ft. You need not be the one using the weapon or even have proficiency with the weapon to imbue it. The effect lasts 1 hour. Imbuing 1 benefit costs 1 vitality. You can select up to all 5 benefits once each, paying up to 5 vitality.

SPECIAL: This magic item is often paired with a Mana Well (see Intermediate Wonders above).

CREATION: 10,000 gp ; a masterwork forge plus Minor Wish (or all 5 of the following abilities: Ceremonial Knife, Detect Evil, Ghost Weapon, Improved Critical, and Magic Weapon).

PRICE: 20,000 gp.

Battle Altar

This divine altar aids nearby followers in combat.

BENEFIT: This Medium altar is inscribed with 1 deity's sigil and is surprisingly light, weighing only 200 pounds, so that it can be carried like a litter between temple and battlefield by 4 bearer townies. Any follower of the altar's deity within 15 ft and line of sight can activate it, gaining up to all 5 benefits below as 1 single standard action, paying the cost for each, though benefits from the same ability do not stack.

DIVINE FAVOR[M]: For 1 hour, you enjoy a +1 bonus on attack rolls and +2 damage when you use your deity's favored weapon. Also the weapon counts as magical when wielded by you. Costs 1 vitality.

HEALER[M]: You or an adjacent ally heals 1d4 wound points. Costs 1 vitality.

RESIST ENERGY[M]: For 5 minutes, you or a touched ally enjoy a +10 DR bonus against 1 energy type, or +2 DR versus all energy types. Costs 1 vitality.

PRAYER[M]: For 5 minutes, you and allies within 50 ft enjoy a +1 bonus on d20 rolls as you invoke your deity's protection. Similarly, your foes suffer a -1 penalty on their d20 rolls. Costs 1 vitality.

SHOT OF COURAGE[M]: You ignore fear effects for 1 hour. Also you are immune to the Bully and Torment abilities. Costs 1 vitality.

SPECIAL: The altar must bear 1,000 gp worth of special materials. When the materials are absent, remove the Shot of Courage ability above. This special effect does not consume the materials.

CREATION: 10,000 gp ; large masterwork altar plus Pack Mule and the 5 above abilities (Shot of Courage takes Courage or Resist Fear) or equivalent basic tier abilities at the GM's discretion.

PRICE: 20,000 gp.

Belt of Many Hardships

This plain belt confers practical physical skills.

BENEFIT: After 24 hours wearing this item, you gain the effects of 1 mundane kit (page 10) based on a physical attribute (Str, Con or Dex). You also gain vague memories and life lessons as if you lived a life of a specific person with this kit. On the down side, your maximum vitality drop by 3 points, a consequence of a taxing life. If you lose the belt for more than 24 hours, the effects fade. The exact appearance of this item varies.

CREATION: 10,000 gp ; masterwork belt, bandolier or vest plus Insightful Interview, plus you, an adjacent ally, or an adjacent corpse of a person no more than 100 years old must know the kit.

PRICE: 20,000 gp

Brash Snatcher

This long ribbon snatches and stows items from others.

BENEFIT: Also called "tearful George", this devious magic item is a both a boon and bane to thieves. The ribbon is 6 inches wide and 5 ft long. Using it, you can target an item held or worn by a foe within 15 ft. If you beat the target's Will, the ribbon extends and "grabs" the item within its folds, where the item seems to instantly disappear. To use the ribbon, you must expend 2 vitality and the object must weigh 5 pounds or less (or no more than 10 pounds if you expend 5 vitality). If the target holds the item in 2 or more hands, or wears it (such as around its wrist, neck or waist) then apply a -5 penalty to your attack.

Once successfully grabbed, the item immediately vanishes into the ribbon which also contains an extra-dimensional pocket that holds up to 500 pounds of non-living gear, though the gear takes up no volume and each 100 pounds stored in it only adds 1 pound to the ribbon's apparent weight. A DC 25 Perception check locates the "mouth" to the ribbon's pocket after 1 minute of examination. Once you locate the mouth, you know it and can add or remove items from the pocket as a move action. There is a 1% chance each time you access the pocket that the ribbon "bites" you for 1d4 wound damage. Every 24 hours, you must renew the ribbon's pocket for 2 vitality or feed it 1 vial of fresh blood costing 2.5 gp.

At any time, you can alter the ribbon's superficial appearance including its color, style, and texture to match your outfit or such.

CREATION: 10,000 gp ; masterwork silk ribbon plus Snatch and Deep Pockets.

PRICE: 20,000 gp.

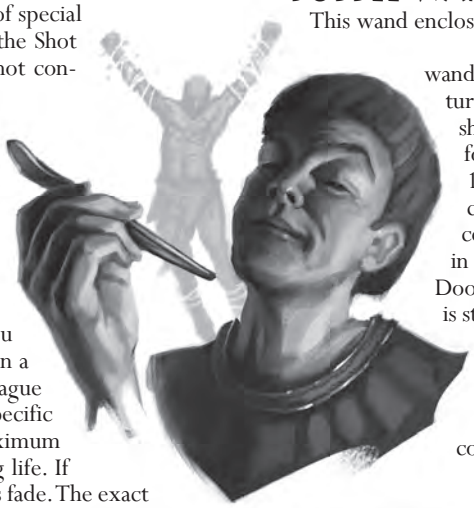
Brooch of Many Lessons

This plain brooch confers practical mental skills.

BENEFIT: After 24 hours wearing this item, which might be any kind of headgear, you gain the effects of 1 mundane kit (page 10) based on a mental attribute (Int, Wis or Cha). You also gain vague memories and life lessons as if you lived a life of a specific person with this kit. On the down side, you also suffer a -2 penalty on Fortitude, the result of a sedentary life. If you lose the brooch for more than 24 hours, the benefits fade.

CREATION: 10,000 gp ; masterwork belt, bandolier or vest plus Insightful Interview, plus you, an adjacent ally, or an adjacent corpse of a person no more than 100 years old must know the kit.

PRICE: 20,000 gp.



Bubble Wand

This wand encloses creatures in floating force bubbles.

BENEFIT: With a flourish, the coral wand encloses you or a Large or smaller creature or unattended object within 30 ft in a shimmering globe of force. Reflex resists for unwilling targets, and the effect lasts 10 minutes or until dismissed by you. The cost is 5 vitality, or 1 vitality if a target successfully resists. Nothing physical can pass in or out of the sphere, though Dimension Door and Teleport work normally. The bubble is stationary against mundane force but magical force using Levitate or such works on it, allowing you to push a bubble around as you like.

CREATION: 10,000 gp ; masterwork coral wand plus Resilient Sphere.

PRICE: 20,000 gp.

Deck of Three Fates

This card deck recalls your past life before vanishing.

BENEFIT: Some sages believe this innocuous card deck, also called a "kitter deck", was crafted by an otherworldly chaotic entity as a snub against elder gods, while others claim it was created by an avatar of the gods Absolom, Kronos or Shirvna as a means of wisdom. More likely, it is a product of Nornir, of the Three Fates.

Whatever its origins, this item typically appears as a card pack that only works for persons. The pack's outside reads, "draw 3 cards". If you draw 1 or 2 cards, they remain blank. When you draw 3 cards, all 3 faces clarify and each shows you with a different kit (see chapter 2). Randomly determine the kits using 2d10+1d8-2. For example, the cards might show you as a family man, prisoner of war or debauched leacher. Now the pack's outside reads, "keep one's wisdom." If you return 2 cards to the deck, you acquire the remaining card's kit as well as hazy memories of that past life. Then the deck vanishes, randomly appearing somewhere else in the world to be found by someone else. When gaining a kit, your effective level increases by +1 per the kit rules. If you return all 3 cards at once, nothing happens to you, the pack resets, and someone else may draw.

In a group setting, if you hand any card to someone else, its face changes to apply to that person and remains blank for you thereafter. The deck gives up no more than 3 cards at any one time, and whoever ends up with the final card ends up with the kit shown. If for some reason all the cards are destroyed at once then the deck vanishes to appear elsewhere.

CREATION: 10,000 gp ; masterwork card deck plus Minor Wish or Tap the Fates.

PRICE: 20,000 gp.

Engineer's Aide

This staff helps repair buildings rapidly.

BENEFIT: This strange staff is made of various construct components including glass, leather, metal, and wood. After bonding with it with 24 hours, you enjoy a +5 bonus on Craft and Engineering checks. This is permanent until you lose the staff for more than 24 hours. Moreover, you can mend minor breaks and tears in adjacent objects up to 5 pounds in weight or 2-square-ft in size, whichever is greater, making it like new. More spectacularly, when you pay 2 vitality, you completely repair a mundane object or portion of a building—floors, rooves, pipes, furnishings, walls, windows, etc—up to 10 cubic ft per level regardless of damage so long as at least 75% of the original material is present. Even body parts mend into whole corpses. Since each use of the staff doesn't impact a huge volume, it's best used to repair planar areas, hard-to-reach spots, support beams, and more expensive materials such as broken stain-glass windows.

SPECIAL: So long as a 2,000 gp gem is mounted into the staff's top-knot, the staff starts each morning charged with 4d6 vitality

points (or 14 points exactly if you are lawful) that you may draw on to pay the cost of the staff's benefits.

CREATION: 10,000 gp ; masterwork device plus Artisan, Make Whole, Mending, and Revitalizing Magic.

PRICE: 20,000.

Ghoul Staff

This horrid staff turns people into ghouls.

BENEFIT: Staff in hand, you expend 2 vitality and target 1 person or mutant within 30 ft to deliver 1d6 necrotic damage per level (max 10d6). Will resists for ½ damage. Moreover, if the staff kills the target and you expend an additional 5 vitality as a move action, the person rises the next round as a level 2 ghoul (RMG, page 86). The ghoul will not attack you but it is otherwise free to act on its own, and after 2 minutes in your vicinity it will do its best to search out and slay its loved ones unless you have other means to control it.

SPECIAL: Using this staff is an evil act.

CREATION: 10,000 gp ; masterwork staff, 6 strands of hair from 6 ghouls gathered over 6 nights, plus Death Ray and Ghoul Minion.

PRICE: 20,000 gp.

Globe Trap

This innocent globe captures intruders.

BENEFIT: Up to 3x daily, any creature except you that approaches within 20 ft and line of effect that does not match 1 criterion such as a specific alignment, creature type (or race if person), gender or such must resist using Will or be drawn into an extra-dimensional prison in the Astral Realm. The prison is linked to the globe and holds up to 8 Small or Medium creatures, or 2 Large creatures, each in its own cell. Trapped creatures can speak and act normally, and they can see and hear but not touch or target each other, and do not count as adjacent to each other, since they each reside in a private extra-dimensional cell. If the prison is already full, it admits no more creatures; releasing a prisoner requires a DC 18 Arcana check while touching the globe. Finally, whenever a creature comes within range of the globe or is drawn into it, you receive a silent alert. The alert tells you nothing about the creature. The globe is active for 4 hours + 1 hour per level. When it expires, any prisoners are expelled adjacent to the globe. Costs 10 vitality.

SPECIAL: Creatures do not age, require nourishment or heal naturally while in the Astral Realm.

CREATION: 10,000 gp ; Tiny art object plus Alarm, Force Push, and Secret Chamber.

PRICE: 20,000 gp.

Great Idol

This idol grants powerful magic.

BENEFIT: This Large, lovingly crafted idol radiates a powerful aura corresponding to 1 specific deity and its alignment.

Up to 1/day, anyone with 15 ft can pray for 1 hour to activate a Consecrate effect (if good deity), Desecrate effect (if evil deity) or Great Circle effect (other deities) centered on the idol. This costs 5 vitality and lasts 24 hours.

Each day, up to 10 of the deity's followers may pray for 10 minutes each within 30 ft and line of sight of the idol in order to gain a boon. Each creature may gain 1 basic boon for 24 hours, or 1 intermediate boon for 1 hour, or 1 advanced boon for 2 minutes. Each follower may request a different boon. This option costs 2 vitality.

SPECIAL: For lawful deities and chaotic deities, the idol may activate a Systemitize or Entropize effect. These 2 advance tier abilities work like Consecrate but keep out chaotic non-person creatures (ex demons and fey) or lawful non-person creatures (ex constructs and devils), respectively.

CREATION: 10,000 gp ; size Large masterwork idol of a deity (or its avatar or ally) plus Consecrate, Desecrate, Great Circle or Minor Wish.

PRICE: 20,000 gp.

Immortal Heartstone

This stone merges into you as it transforms you.

BENEFIT: There are several kinds of these fist-sized stones, each keyed to a different type of immortal (pages 74-89). The kind of immortal is decided when creating the stone and its appearance may be drab or ornate but betrays the kind of immortal on a DC 15 Appraise, Arcana or Religion check.

The stone, when held tightly to your breast, merges into your heart in searing pain (inflicting 1d4 wound damage) and 1 minute thereafter grants you +1 level in that immortal template (max level 5). If you have no levels in it, then you start at 1st level. If you already have 4 levels, you gain the Noble Immortal template (page 75). If you are an immortal of a different kind than the stone, you gain no benefit. Remove Curse, Dispel Magic, and abilities that remove the heart—also, your death—cause the stone to emerge and fall to the ground.

The stone is not without pitfalls: Besides conflicts that may arise between your alignment and your new supernatural urges, you can absorb 4 fewer points of taint than usual before going insane. See the Taint ability (RPG, page 97) for details.

CREATION: 10,000 gp ; masterwork stone plus Minor Wish, Polymorph or Rebirthing.

PRICE: 20,000 gp

Little Finger

This glove lets you fling foes far away.

BENEFIT: Wearing the glove, you target 1 foe up to size Large within 60 ft and expend 5 vitality. If you beat its Will, you throw it 10 to 40 ft (1d4 x 10 ft). Your foe lands prone and suffers 1d6 force damage per 2 levels. Even a foe who resists suffers ½ force damage.

CREATION: 10,000 gp ; masterwork glove plus Defenestration Ray and Force Punch.

PRICE: 20,000 gp.

Mindsweeper Wand

You cause a group of people to forget what they've just seen.

BENEFIT: With a wave of this elegant wand, all people within 60 ft except yourself and those adjacent to you forget what occurred for the past 2 minutes, or for 1 round if their Will resists and they are above 2nd level. This ability does not affect non-persons or persons with paragon abilities. Costs 5 vitality.

SPECIAL: If you know Hypnotize, you can target a 2-minute period within the past 72 hours and cause affected targets to forget that period.

CREATION: 10,000 gp ; masterwork mithral wand plus Mass Memory Lapse.

PRICE: 20,000 gp.

Mirror of Insanity

This item drives a creature insane.

BENEFIT: When you press this pocket mirror at a sentient creature within 15 ft and line of sight, it must resist using Will or see a highly disturbing false reflection of itself and suffer a lasting mental breakdown. While afflicted, it loses access to known abilities, fails to speak coherently, and suffers a -10 penalty on checks based on mental attributes. Creatures that are blind or otherwise cannot see the mirror are unaffected. Showing the creature its reflection again in this mirror, or using Heal, undoes the magic.

CREATION 10,000 gp ; masterwork pocket mirror plus Feeblemind.

PRICE: 20,000 gp.

Noble Coffin

This resilient glass coffin preserves its contents.

BENEFIT: This 50-cubic-ft coffin is crafted from reinforced glass magically tempered to the strength of stone (DC 8). Moreover, its seams are sealed tight and the interior contents are entirely protected against the usual ravages of time. The effect costs 3 vitality and lasts 24 hours. At the start of each day, if no one reactivates the coffin,

it automatically sustains itself by drawing vitality from its surroundings and lowering the ambient temperature within 15 ft by 30 F for 24 hours. The coffin is keyed to a specific alignment and only protects corpses of creatures of that alignment. Finally, a creature not of the keyed alignment that even touches the coffin suffers 5d4+5 cold damage, and is also fatigued for 2 minutes if its Fortitude fails. If multiple creatures touch it at once, distribute the cold damage evenly and ignore the fatigue effect. The coffin weights 300 pounds empty, or 500 with a corpse and belongings inside.

CREATION: 10,000 gp ; size Large masterwork glass coffin plus Chill Touch, Gentle Repose, Harden, and Second Wind. Also, you must be at least 10th level.

PRICE: 20,000 gp.

Picklebartel's Pendulum

This item dazes a crowd

BENEFIT: With a few swings of the pendulum and 5 vitality, all persons within 15 ft who can see and hear you are dazed for 5 minutes outside combat or for 1d3 rounds in combat. Targets don't need to know your language. An attack against a hypnotized target ends the effect for him only. Will resists.

CREATION: 10,000 gp ; masterwork pendulum plus Mass Hypnosis.

PRICE: 20,000 gp.

Spell Delver

This wand grants the power of a spell kit.

BENEFIT: This wand comes in several varieties, each keyed to a different spell kit (page 156). At any time, you may speak cryptic words, flourish the wand, and expend 1 vitality as a swift action to activate the benefit of its keyed spell kit. If the benefit is normally ongoing, you gain it for 24 hours. Otherwise, it works for its normal duration. You must know at least 1 magic ability, qualify for the spell kit, and expend any additional vitality as usual using the kit's abilities. Rarely, this item comes as a magician's hat, ring, robe or sash.

CREATION: 10,000 gp ; masterwork wand plus Minor Wish.

PRICE: 20,000 gp.

Spriggen Cart

This mobile lab and vending cart can turn into an ergo.

BENEFIT: This device has 3 forms: a 250-pound cart, a 1-pound 1/16th-scale miniature cart, and a 1-ton ergo. You utter magic words or press a secreted button to change its form. As a normal cart, it comes with an artificer's lab (250 gp, 40 pounds) and holds 60 pounds of any extra materials you like. By expending 5 vitality, the cart transforms in 1 round to become a standard level 1 ergo (RPG, page 245) for 1 hour, a level 2 savant ergo for 10 minutes, or a level 5 supron ergo for 2 minutes.

OPTIONAL: Some of these items are equipped with electrotech, including 1 Small battery (15 ep), 1 Medium battery (120 ep), a recharge crank, recharge antenna, 3 power ports, and a technics kit (250 gp, 40 pounds). This option costs +3,160 gp to craft and leaves only 20 pounds personal space in the cart.

CREATION: 10,000 gp ; masterwork cart and artificer's kit plus Fantastic Machine and Shrink Item.

PRICE: 20,000 gp

Time Bandit

This staff helps you travel safely through time.

BENEFIT: After 24 hours, you bond with the staff and can access the abilities below. You activate them by grasping the staff and incanting eldritch words.

ANALYZE TIME CONDUIT[M]: You focus on an adjacent time conduit and learn what time (second, minute, day, month, year) it leads to, whether it is stable, and whether it is currently passable. Requires Detect Time Conduit. Costs 2 vitality.

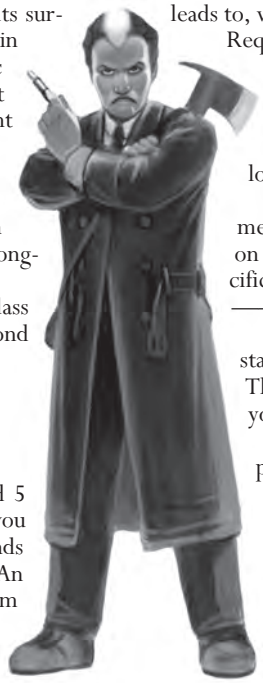
DETECT TIME CONDUIT[M]: You learn whether an invisible time conduit is present within a 30-ft cone. If you scan the area again, you learn the exact space in which the conduit lies. Each conduit leads to the same location but a different time, past or future.

FAUX PERSONA[M]: Your persona—accent, garments, hair style, slang, etc—shift to grant you a +10 bonus on Bluff and Disguise checks for 1 hour with others of 1 specific culture or era. Costs 1 vitality.

SPECIAL: When a 2,000 gp diamond is embedded in the staff's top-knot, you enjoy a +10 bonus on History checks. The diamond draws lore from across time and focuses it for your use.

CREATION: 10,000 gp ; masterwork ironwood staff plus the above abilities or Minor Wish.

PRICE: 20,000 gp.



Wall-Killer Axe

This item even cuts through steel walls.

BENEFIT: This hand-axe delivers the usual 1d6 damage, or 1d4+1 wound damage when you expend 2 vitality that same round as a move action. Alternatively, for the purpose of breaking and entering, you may expend 2 vitality to instead deliver 1d6 force damage per level (max 10d6) against a non-living, non-creature target such as a pillar or wall.

WARNING: If you get a natural "1" on an attack roll against a non-living target, it becomes stuck in the target for 1d4 rounds.

CREATION: 10,000 gp ; masterwork hand-axe plus Ceremonial Knife, Force Punch, and Force Push.

PRICE: 20,000.

Wildlands Totem-pole

This large carved pole grants believers powerful magic.

BENEFIT: This Large carved wooden pole, lovingly crafted with diverse animal and plant motifs, radiates a powerful aura corresponding to 1 specific nature deity and its alignment. The totem-pole functions as a druid of sorts. Each day, you may pray for 10 minutes to know one or more abilities for 24 hours. You can pray for 1 advanced ability, 2 intermediate abilities, 4 basic abilities, or 2 intermediate and 2 basic abilities for which you quality drawn from the barbarian, druid, ranger, shaman or shifter classes. If the ability improves on some other ability, you must have that other ability. You and your deity must have a neutral component to your alignment and have a history of respect for nature, including animals, fey, and plants.

CREATION: 10,000 gp ; size Large masterwork idol of a deity (or its avatar or ally) plus Summon Nature's Allies (you summon a rare fey that aids in the totem-pole's construction).

PRICE: 20,000 gp.

Wizard's Cannon

This large cannon shoots a cone of fire at long range.

BENEFIT: This 1-ton demi-cannon, when loaded with a simple nonmagical ball of refuse sprinkled with party sparkle (1 sp), strikes a target point between 50 and 500 ft away and delivers 4d6 fire damage + 4d6 force damage + 4d6 sonic damage to all creatures and structures in a 30-ft-radius sphere. Generally, this leaves a shallow crater in the ground as well. Each shot costs 5 vitality which can be supplied by up to 5 gunners with the cost spread out between them.

SPECIAL: You may spend 3 rounds to prepare the ball (rather than a standard action) to add an effect: 1) improve its range to 180 ft, 2) double its blast area to a 30-ft-radius, or 3) make it inflict 2x damage.

CREATION: 10,000 gp ; size Large masterwork cannon plus Cone of Fire and Spell Sculptor, and you must be level 12+.

PRICE: 20,000 gp.

Paragon Wonders

The following magic items are equivalent to paragon abilities and are suitable for character levels 16 through 20.

Contest Cage

This miniature cage expands to a small arena that hosts combatants.

BENEFIT: By your command, this metallic 3-square-inch cube illuminates above it a luminous 25-ft-cube phantasmal cage. The cage lasts 1 hour, dances with ghostly images of weapons and war, and sits between 10 ft and 60 ft off the ground, as you like.

Any creature that enters the cage's shadow may choose to be whisked away into the cage, which actually sits in the Astral Realm but is fully visible and audible to onlookers in your realm out to a distance of 500 ft (or less, if you prefer). Creatures inside the cage can hear but not see the outside. They enjoy a +5 bonus on attack and damage rolls against others in the cage, and they may not exit the cage in any way short of Miracle or Wish until the magic ends or only 1 creature remains alive after slaying 1 or more others. Creatures within the cage do not age, require nourishment, or heal naturally. Also, abilities that rely on the Astral Realm such as Dimension Step and Teleport do not function.

Contestants who do not make an attack roll on a given round suffer 1 vitality damage (no save) at the end of their turn, and the souls of those who die within the cage remain in their bodies until the magic ends. When the magic ends, those still in the cage descend gently to the ground and souls then proceed to the afterlife.

SPECIAL: The cube has a hollow receptacle. Whenever so long as a 2,000 gp gem sits within it, you can channel 1 intermediate or 2 basic abilities that you know into the cube, as if activating the ability at the cube's center. Typical selections include Lighting Bolts and Summon Swarm.

CREATION: 25,000 gp ; masterwork cage forged from the god Phane's home realm of Acheron plus Arena of Death, Clairaudience/Clairvoyance, and Secret Chamber.

PRICE: 50,000 gp.

Dominus Themate

This wreathe maximizes your life's work.

BENEFIT: After 24 hours wearing this crown or wreathe on your head, you know 2 more minor awards and 2 more major awards, drawn from your theme, beyond the awards you already know. If you have more than 1 theme, draw as equally as you can from your first theme and your most recent theme for which you gained an award.

In addition to bonus themes, you enjoy a +1 bonus on attack rolls and also the wreathe is magically affixed to your head such that you can easily remove it but combat, falling, attempted theft, and so forth fail unless you also fail a DC 8 check made against d20 + your prime attribute modifier, in addition to any other defenses you enjoy. If you lose the wreathe, you still know the bonus awards for 24 hours.

CREATION: 25,000 gp ; wreathe or crown plus Wish, or Minor Wish and the bones of a person who had the dauntless devotee kit (page 11) or had the same theme as you.

PRICE: 50,000 gp.

Fiendish Lament

This stone grants the abilities of 1 kind of devil.

BENEFIT: Select 1 kind of standard devil (RMG, pages 60 to 63), from assassin devil to warden devil. Upon swallowing the stone, the moral dimension of your alignment changes from good or neutral to evil and you gain that devil's unique abilities as listed under its name. You do not gain any other devil abilities, such as those listed in its statistics block.

There is a price, since these abilities are worth 9 design points, 1 more point that a paragon wondrous item normally grants. The price: Your soul is held in hock by a specific balor devil (RMG, page 63). If you die while the stone is still in you, then you cannot be restored from death and your soul immediately goes to that devil's home realm, where it resides for eternity barring a Miracle or Wish.

You can expel the stone by converting to a good alignment and benefitting from an Atonement spell and a True Censure spell.

CREATION: 25,000 gp ; Tiny stone gathered from an evil realm such as Gehenna plus Corrupting Urge.

PRICE: 50,000 gp.

Imperial Coffin

This coffin wards itself against intrusion while preserving its contents.

BENEFIT: This works like a Noble Coffin (see Advanced Wonders above) but is crafted of hardened steel (DR 15) and adds defensive magic. Up to 3x daily, if the coffin is touched by any creature not of the keyed alignment, the coffin produces a 15-ft radius blast that inflicts 8d6 cold damage (or ½ damage if Fortitude resists) and then vanishes into an extra-dimensional astral space for 8 hours. This effect prevents the coffin from renewing itself, if needed, for 24 hours. This item otherwise works like Noble Coffin.

CREATION: 25,000 gp ; size Large masterwork steel coffin plus Chill Touch, Frost Ball, Gentle Repose, Harden, Second Wind, and Secret Chamber.

PRICE: 50,000 gp.

Invoker's Chest

This wood and gold chest pour ruin upon your enemies.

BENEFIT: This glorious chest, crafted from wood and gold leaf, is approximately 5 ft long and 3 ft in depth and width, and weighs 300 pounds. It bears the sigil of 1 specific deity and is normally covered in a tent or such, since even seeing the chest can be lethal.

The chest continually radiates an intense aura. Up to 1/round, any creature that touches the chest or is within 30 ft that looks at it (uncovered) for more than 1 round suffers 2d6 untyped damage, or is slain outright if it is level 2 or lower. The chest randomly targets nonbelievers before anyone else if multiple hands or eyes fall on it at once.

Up to 4x monthly, you may use the chest to produce the effect of 1 of the deity's paragon boons, with the GM having final approval of which boon best reflects the deity's interests.

SPECIAL: When the chest contains 2,000 gp worth of rare materials, you can pray for 1 minute and expend 2 vitality to project by a 10-ft-diameter Magic Circle around it, such that non-persons cannot pass or break the circle's perimeter so long as 1 of the deity's followers is praying as a standard action each round + an additional 1d4 rounds within the circle. This special effect does not consume the materials.

CREATION: 25,000 gp ; large masterwork chest plus All You Need is Kill, Magic Circle, and Paragon Divine Ability.

PRICE: 50,000 gp.

Metaphysical Store

This booth lets you trade goods and lore across time.

BENEFIT: The first of these Large booths—if there are more than a half-dozen world-wide—was crafted by a chronomancer who wished to keep her wealthy and powerful benefactor fully satisfied even while she adventured. The glass and metal booth weights 1 ton and is 10 ft high and 5-ft square. Entering through its single door reveals a simple affair with a bench, several shelves, and a 2-ft-square mirror. The booth works only when you enter, shut tight and bolt the door, sit, and expend 2 vitality by touching the mirror. Once activated, can can comprehend any 1 mundane language and access the time tap:

Up to 3x daily for 5 minutes, you may magically interact with 1 of many merchants in roughly the same place but another time to gain lore or trade items. This occurs using a 2-ft-square temporal window that passes voices and nonliving objects. On a successful DC 13 Diplomacy check (with a +5 bonus) you may a) try 2 Intelligence-based skill checks with a +10 bonus, or b) trade up to 500 gp per level of any non-living gear of equal value, or 2x that amount up to 1/week on a successful DC 25 Diplomacy check. Alternatively, you enjoy a +5 bonus and trade up to 50 gp per level. This ability cannot contact a specific person. At each level, you can trade goods up to 3x.

The chance of successfully opening a window is 70% + 1% per level in urban areas or ruins, and 30% + 2% per level in wilderness areas.

CREATION: 25,000 gp ; masterwork Large booth plus Comprehend Languages, Temporal Allies, Temporal Merchant, Temporal Sage, and Time Tap.

Peacemaker's Staff

This simple gnarled staff creates a safe space for all.

BENEFIT: With a tap of your staff against a tree, you transform it into a small 25-ft-cube cottage. Luminous fey images dance around it, welcoming you to a place of peace and love. It has a single large door and its foggy windows afford a murky view both ways, but sound does not pass in or out, and nothing harms the cottage as it's a mere illusion to cover a space that actually sits in the Astral Realm. Up to 8 Medium or Small persons, or 2 Large ones can enter. The interior is beautifully decorated and 8 small nourishing treats at the table each provide a full meal and either cure 1 wound point or 1d4 vitality. Importantly, those who enter cannot make attack rolls, enjoy a +5 bonus on Diplomacy and Insight checks, and do not age, require any further nourishment, or heal naturally. Abilities that rely on the Astral Realm such as Dimension Step and Teleport do not function. The cottage lasts 24 hours. When the magic ends, those still in the cottage reappear standing by the tree. Besides offering respite, this cottage is ideal for diplomatic meetings, romantic trysts, and other meetings that require assured safety or secrecy.

CREATION: 25,000 gp ; masterwork staff worked from a tree from the god Greenwyrm's home realm of Arborea plus the spells Goodberry, Neutral Ground, Redecorate, and Secret Chamber.

PRICE: 50,000 gp.

Reaper's Ribbon

This long ribbon snatches and devours a target's soul.

BENEFIT: Also called "a strand of fate", this pitch-black ribbon is 6 inches wide and 10 ft long. Activating it costs 10 vitality; thereafter for 2 minutes, you can use it to target 1 creature within 30 ft each round as a standard action. If you beat a target's Will, the ribbon extends and "grabs" the target and draws it into its folds, where it immediately vanishes as it's sent via the ribbon's "Hell mouth" to an evil realm such as Gehenna, Hades or Tartaros. The destination typically corresponds to your deity's home realm.

SPECIAL: Using this magic item is an evil act.

CREATION: 25,000 gp ; masterwork silk ribbon plus Hell Mouth.

PRICE: 50,000 gp.

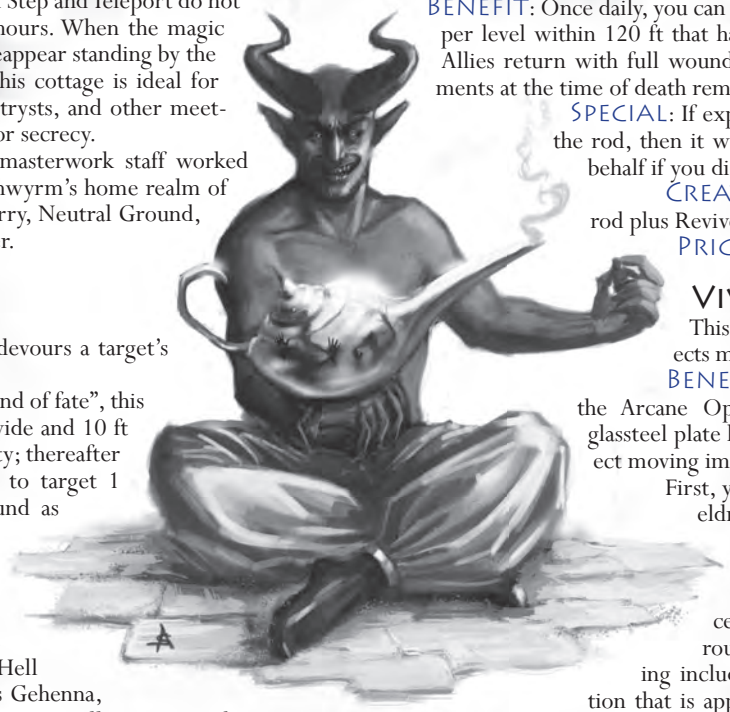
Statim Temporalis

This watch seems to stop time.

BENEFIT: Also called the "philosopher's watch", "golden watch" or "gods' watch", this incredible magic item grants you extra time. Up to 1/week with a click of the watch's big pin, you speed up time so greatly that all else seems to stop. If in combat, for the rest of your turn, you gain 1d4+1 bonus rounds to use as you like. Or if out of combat, you gain 1d4+1 bonus hours and are fatigued afterward. During the extra time, you cannot target others, make attack rolls, or affect other creatures or attended objects. Costs 5 vitality + 5 vitality per round in combat or per hour out of combat.

CREATION: 25,000 gp ; masterwork pocket-watch plus Time Stop.

PRICE: 50,000 gp.



Torment Globe

This terrifying torture device let you interrogate intruders.

BENEFIT: This improves on the globe trap (see Advanced Wonders earlier). Whenever you wish, you may check on, speak with, or torture prisoners within the globe. At all times, you are aware of each prisoner's general condition (wound and vitality points). Also, whenever you are within 30 ft of the globe, you may telepathically communicate with 1 prisoner. This communication is as natural and quick as normal speech. Finally, you may torment 1, some or all prisoners with a shower of ghostly grave beetles or a similar horrid vision, as you imagine; each prisoner suffers 1d6 necrotic damage per 2 levels (no save). Causing this torment costs 2 vitality but heals 1d4 wound points for you or 1 prisoner of your choice.

CREATION: 25,000 gp ; Tiny art object (typically a globe) plus Alarm, Doom Scarabs, Force Push, Know Status, Mindlink, and Secret Chamber.

PRICE: 50,000 gp.

Victor Virga

This rod restores your entire party.

BENEFIT: Once daily, you can use the rod to restore to life 1 ally per level within 120 ft that has died within the past 3 rounds. Allies return with full wound points and 1 vitality point. Ailments at the time of death remain. Costs 10 vitality.

SPECIAL: If expend 5 vitality each morning into the rod, then it will activate automatically on your behalf if you die with no vitality cost to you.

CREATION: 25,000 gp ; masterwork rod plus Revive the Pack.

PRICE: 50,000 gp.

Vivere Memoriam

This glassteel plate records and projects moving images of real events.

BENEFIT: Akin to its simpler cousin, the Arcane Opticon, this 2-ft wide, 1-ft tall glassteel plate has 2 functions: capture and project moving images.

First, you can hold up the plate, utter an eldritch word, and expend 2 vitality to record up to 5 minutes worth of events that fall within the plate's frame. You must concentrate as a standard action each round or the effect ends. The recording includes auditory and visual information that is apparent to the unaided human ear and eye, with similar fidelity. The scene must be illuminated by natural or magical light; happily, with a command, you can conjure or dismiss a 15-ft radius burst of light, with weak illumination outward an additional 30 ft, anywhere within 90 ft and line of the sight of the plate. Otherwise, even if you enjoy darkvision, true sight, or other visual benefits, only aspects of the scene visible to the unaided human eye are recorded. The plate holds up to 10 recordings and you can scan through them by tapping the plate or stating the plate's number (1 through 10). Excess new recordings delete the oldest ones.

Second, you can hold up the plate, utter an eldritch word, and expend 2 vitality to project the current recording onto any surface within 90 ft up to an area of 1,000 square ft (typically, 25 ft high x 50 ft wide). The effect is crisp against a blank white wall and less refined on colored or moving backgrounds. The projection continues until the recording ends. Audience members within 120 ft and line of sight can see the recording, while those within 60 ft and line of hearing can also hear the recording.

CREATION: 25,000 gp ; masterwork glassteel plate plus Light, Record Event, Record Image, Project Image, and Project Event.

PRICE: 50,000 gp.

Chapter 11
Magitech



"In deep caves, a mage-tech implants an engram into a construct body, creating a sentient robot. The engram is modeled after her lost lover."

In this chapter, you will find various technomagical devices including engrams, ethertech, and void-tech. Also called arcano-tech or hyper-tech, these magitech devices seamlessly blend magic and electrotech to create spectacular and wondrous results.

What's Magitech?

As a rule of thumb, magitech covers all kinds of devices that rival or surpass our current real world era of technology, as if the future requires magic to progress.

In highly advanced societies, and occasionally in the ruins of post-apocalyptic ones, adventurers encounter devices that rely on magi-tech, which blends magic and electrotech. Most magitech is used in voidcraft, space colonies, artificer and gadgeteer labs, and high-technology settlements with cyborgs, ergos, housebots, mecha, and their ilk overseen by the rich and powerful.

Typically, in a century or so following the discovery and utilization of electrotech, people encounter its hard limitations. Even the best electrotech pales in comparison to the wondrous variety that advanced and paragon magic offers, yet magic is an art that most lack the vitality and insight to activate, much less master. The solution is magitech, which blends the blessings of Arcana and Technics, Craft Electrotech and Craft Magic Item, to produce powerful devices that defy everyday laws of biology, chemistry, and physics.

Besides craft abilities mentioned above and the need for spells during creation, magitech devices often lack batteries and rely on an outside power source, either vitality points or 3x that number in energy points. Just using a magitech device properly the first time requires an Arcana or Technics check equal to the skill check made during its creation.

Adventures with Magitech

Talos V. Brimbsbi, far descendent of Talos the fighter in the Radiance Players Guide, travels between worlds rather than between hamlets, kingdoms or nations.

Similar to old Talos, T.V. is a warrior. But as a dragoon and mechanaut, he travels with and fights in a mecha, a semi-sentient construct; and he himself has construct parts embedded in his body and brain that allow him to see and recall beyond the human norm as well as fire small missiles from his permanently-mounted side-arm.

Instead of taking a sailing ship or dirigible, T.V. climbs aboard a cavort class voidcraft, which can travel almost 10 light years in a week. Beyond old Talos's home world of O'arth, people have settled many worlds from inhospitable dead rocks to green dwarf planets, cloud-heavy gas giants, and hollow sphere worlds. A voidcraft relies on magitech to bend space, to move like a surfer on a wave. The craft's innards rely on techno-magical devices to scan a world's terrain for signs of life or ruins, teleport T.V. to its surface, and also feed and heal him or put him in restful hibernation.

Like old Talos, our young dragoon works alongside comrades of various races; but he also enjoys the company and aide of housebots (called crew-bots on a ship), which are obedient humanoid constructs with engrams for brains that allow them to fulfill roles. T.V. may rely on a medic-bot, scout-bot, and pleasure-bot.

Beyond adventures in the Void and on various worlds, T.V. can enter the Etheric Realm using a simple etherscope or skull-jack. In this gray ghost-like realm, he and his fellow adventurers may visit etheric copses for clandestine meetings, etheric towers to learn ancient alien spells, or etheric castles to dance with strangers who may be simple townies, ancient evils, or anything in between.

Truly, magitech offers a bizarre and wondrous future for mortals.

Engrams

An engram is a techno-magical device that adds functionality and brains to a construct or cyborg.

An engram typically looks like a colorful etched crystal shard the size and shape of a human finger. Other configurations such as a thick card or disk are possible. An engram weighs ½ pound.

Most engrams offer practical skills meant for domestic and factory work that is dull, dirty, and/or dangerous, though some are designed to entertain. Legal engrams for non-military use never grant skill with arms or allow a construct to inflict damage with anything but natural appendages. Moreover, due to the use of electrotech, engrams cannot grant magic abilities or modify a magic ability. When relevant, an engram relies on the attribute in parentheses with it.

Creating an engram requires either Scribe Engram (page 116) or Craft Electrotech (RPG, page 123) with Craft Magic Item (RPG, page 42 or 110). These abilities also allow you to insert or remove an engram after 1 minute's work.

A construct is limited to 3 engrams and a cyborg is limited to 1.

Once installed, an engram improves the recipient's Intelligence by +1 and grants either 4 basic mundane abilities or 1 intermediate and 2 basic mundane abilities, as determined at the time of creation. Typically, someone with the relevant abilities must be present during the creation process. The cost equals 5,000 gp and 5 days work and the market price is 2x that.

Below are statistics for 18 common engrams.

Athlete (Str)

This orange engram helps you engage in competitive sports.

Defensive Block: As an immediate action, you hamper 1 adjacent foe who is physically moving. If you beat its Reflex, your foe cannot willingly move (or keep moving) that round though it may take other actions as normal.

Feats of Prowess: Apply a +5 bonus on Acrobatics and Athletics checks.

Grapple: You grapple an adjacent foe up to 1 size larger when you have 1 hand free and beat the foe's Fortitude. A grappled creature cannot move from its space and can only use a Light melee weapon that is already in hand. Each round, you must expend a move action to maintain the grapple, and the foe can try to beat your Fortitude as a standard action to break the grapple. If you desire, you can block a grappled foe's mouth with 1 hand to prevent speech.

Teamwork: As a swift action, you and 1 ally enjoy a +1 bonus on saves and attack rolls for 1 round so long as your ally is within 30 ft and also has this ability.

Bouncer (Str)

This dark gray engram grants instant expertise in martial arts.

Iron Fist: As a move action, apply a +2 bonus on your knockout attempt (RPG, page 227) for that round. Requires Toughness. Costs 1 vitality.

Monk's Prowess: Apply a +5 bonus on Acrobatic and Athletics checks.

Toughness: Your body is a tough fighting machine. Boost your maximum wounds by +3 points.

Unarmed Strike: You use your entire body including fists, feet, head and torso to deliver damage as a melee weapon. An adjacent foe must resist using Reflex or suffer 1d6 damage (or 1d4 if you are Small). Add +2 damage if you have claws. Apply a +1 bonus to your attack roll and add your Strength modifier to your damage roll.

Craft (Int)

This beige engram helps you create something repetitively.

Craft Specialty: Select the Craft, Mechanics, Music or Warcraft skill. Then select 1 category of product, composition or device, respectively, such as paintings or sculptures under the Craft skill; barding, books & papers, or clothing from general gear, also using Craft; fine instruments steamgear using Mechanics; light armor, heavy armor, pole arms, small projectiles, or such under Warcraft, and so forth—essentially, 1 category from the tables in this chapter or RPG Chapter 8: Equipment. Items must be non-consumable, nonmagical and non-electrotech, cost no more 250 gp, and weigh no more than 35 pounds.

Special Master of Craft: You enjoy a +2 bonus when using the skill selected for your Craft Specialty and a +20 bonus when producing the selected category of items. Optionally, at any time, you may reduce the skill bonus to a mere +5 in order to reduce the production time or cost by 25%.

Delve (Con)

This black engram helps you explore and work in dark lands.

Far Explorer: You are familiar with creatures and places that inhabit either the dark underground of the Cavelands or the far cold reaches of the Void. You speak 2 languages of those places, such as Drow and Undercommon for the Cavelands, or Mantis and Vorn for the Void. Also, befitting your focus, you enjoy a +2 bonus on Dungeoneering and Nature checks.

Map: After 1 minute of visual surveying, you deduce the topography of a 60-ft square area within 120 ft. Data includes elevation, constructions, terrain, and gravity. This does not reveal floor plans, ore veins, or magic zones. The chance of accuracy for each space is 70% + 1% per level. Costs 2 vitality.

Piloting: Boost Pilot checks by +5, or by +10 once daily.

Farm (Con)

This green engram helps you manage animals and agriculture.

Animal Husbandry: You know animals well and enjoy a +5 bonus on Handle Animal checks, or a +10 bonus once daily.

Athlete: Your strength translates into action. Apply a +5 bonus on Athletics and Endurance checks.

Easy Fix: Boost Craft, Heal, and Mechanics checks by +3.

Farmer: Boost Nature checks by +5, or by +10 involving agriculture.

Fixit (Dex)

This light gray engram helps you build and repair devices.

Electrotech: You study invisible mundane forces of nature (called immateria) such as electrics, kinetics, nucleonics, optics, and sonics. You can make checks using the Technics skill (RPG, page 177) and enjoy a +2 bonus on Mechanics and Technics checks.

Fixer: You enjoy a +3 bonus on Craft, Mechanics, and Technics checks.

Major Repair: You completely repair a mundane object of up to 2 cubic ft per level regardless of damage so long as at least 75% of the original material is present. You can body parts into a whole corpse. This ability can reattach a construct's severed limbs. It cannot mend a broken magic item. Costs 2 vitality.

Medic (Wis)

This white engram helps you heal an injury or disease.

First Aid: Apply a +5 bonus on Heal checks, or +10 to stop bleeding. Normally, a DC 15 Heal check stabilizes a bleeding character.

Technic Healing: After 1 minute of work using a Surgical bay (250 gp, 40 pounds) or 10 minutes of work using a medical field kit (100 gp, 5 pounds), you remove 1 nonmagical ailment from yourself or a touched ally. Ailments include blindness, confusion, deafness, disease, exhaustion, fatigue, infertility, insanity, nausea, and poison. This ability does not remove curses or taint. Requires First Aid and Techno-Medicine. Costs 2 vitality.

Techno-Medicine: You study invisible mundane forces of nature (called immateria) particular those related to medicine. You can make checks using the Technics skill (RPG, page 177) and enjoy a +2 bonus on Heal and Technics checks.

Minder (Wis)

This turquoise engram helps you protect and care for someone else.

CARETAKER: Boost Heal and Pilot checks by +5.
COUNTRY COOK: Once daily, you may prepare a highly nutritious meal after 10 minutes of work using a kitchen or cooking kit. Up to 5 people who eat the meal regain 1 vitality point each.
DEFEND ALLY: As an immediate action, you or an adjacent ally enjoys a +2 bonus on DR and saves for 3 round. Costs 1 vitality.
QUICK RESPONSE: You enjoy a +2 bonus on initiative checks.

Pleasure (Cha)

This pink engram helps you entertain and romance people.
ENTERTAINER: You enjoy a +3 bonus on Acrobatics, Music, and Trick checks.
KEEN INSIGHT: Apply a +5 bonus on Bluff and Insight checks.
LITTLE KISSES: Up to 5x daily, you may use inspiration or romance restore 1 vitality to an adjacent ally. Each instance must aid a different person.
ROMANTIC: Apply a +5 bonus on Diplomacy checks, or +10 in romantic situations.

Protocol (Cha)

This purple engram helps you interact with foreign persons.
DETECT POISON: You learn whether poison is present or absent within a 15-ft cone. If you scan the same area a second time, you learn the exact location (within 5 ft) and type of poison present. Costs 1 vitality.
LEGAL TRAINING: Apply a +5 bonus on Literacy checks, or +10 regarding matters of law.
LINGUIST: You are fluent in 3 languages of your choice.
LOCAL PROTOCOL: Boost Diplomacy, History, and Nobility checks by +3.

Rescue (Con)

This dark blue engram helps you find and aid injured or lost creatures.
DETECT LIFE: You learn whether living creatures are present within a 30-ft cone. Costs 1 vitality.
FIRST AID: Apply a +5 bonus on Heal checks, or +10 to stop bleeding. Normally, a DC 15 Heal check stabilizes a bleeding character.
PACK MULE: Treat your Strength score as 4 points higher than normal when determining your carry capacity.
RESCUE RESISTANCE: You enjoy +5 DR versus electricity and fire damage.

Scholar (Int)

This yellow engram helps you accurately recall knowledge.
COMPREHEND LANGUAGES: You can comprehend any 1 mundane language for 4 hours + 1 hour per level. Costs 1 vitality.
NON-FICTION COMPENDIUM: You know by heart 500 gp or 500 pages (whichever is less) worth of non-masterwork how-to manuals and similar nonfiction books. Such books typically cost 10 gp each. Typically, the set of books focus on 1 topic to grant you a +5 bonus on any 1 skill based on a mental attribute such as Arcana, History or Relgion. How-to books in areas such as acting, negotiation, and such can grant expertise with Bluff, Diplomacy or a similar Charisma-based skills.
SCHOLAR: Boost History and Literacy checks by +5.
WIDE KNOWLEDGE: You enjoy a +2 bonus on all Intelligence-based skill checks.

Scout (Dex)

This indigo engram helps you traverse, track, and explore.
INFILTRATOR: You move quietly and attentively through shadows. Apply a +5 bonus on Perception and Stealth checks.
LONGSTRIDER: Boost your speed by +10 ft for 1 hour. Costs 1 vitality.
SUPER-SIGHT: You can observe details, including the presence of Tiny creatures, out to a distance of 4x further than normal.
TRACK: Boost Survival checks by +5, or by +10 when tracking in natural environments.

Security (Wis)

This maroon engram helps you notice and repel intruders.
DAZE: One animal or person within 30 ft is dazed for 1 round. Will resists. Targets above level 5 are immune.
DETECT LIFE: You learn whether living creatures are present within a 30-ft cone. Costs 1 vitality.
NIGHTWATCH SENSES: You gain low-light vision and enjoy a +5 bonus on Perception checks.
SLEEP IMMUNITY: You are immune to magical effects that cause sleep.

Sleuth (Int)

This burgundy engram helps you locate clues and patterns in data.
CLUES FINDER: You enjoy a +3 bonus on Heal, Insight, and Perception checks.
DEEP ANALYSIS: Up to 3x daily, after 10 minutes of intense processing of clues, you locate an answer (yes/no/maybe/irrelevant) regarding 1 question phrased in 10 words of less. This ability works even with minimal clues by categorizing events into logical types or narratives and then making inferences based on what's typical, such as the identity of a serial killer based on the location, time of day and manner of killings. The heart of the analysis is a series of logical operations paired with a 250 page metaphysical manual with look-up tables providing archetypal operations. Each use costs 3 vitality.
DULL INTERACTIONS: You suffer a -2 penalty on Charisma-based skill checks.

Stage (Cha)

This mauve engram helps you act, dance, recite poetry, and sing.
ACTOR: Apply a +5 bonus on Bluff and Disguise checks.
DANCER: Apply a +5 bonus on Acrobatics and Music checks.
FICTION COMPENDIUM: You know by heart 500 gp or 500 pages (whichever is less) worth of non-masterwork fiction books from children's' stories to novels, poetry, and plays. Typical costs are 1 gp for novels. Typically, the works are poems or plays that grant you a +5 bonus on Bluff or Literacy checks during performances of the works. Conceivably, a brilliant recitation might encode knowledge of geology, geometry, history, physics, psychology or some other topic, granting a +5 bonus in a different skill based on a mental attribute.
QUOTH THE RAVEN: You enjoy a +2 bonus on Literacy checks, or a +10 bonus on checks involving poetry.

Teamster (Str)

This brown engram helps you safely move heavy loads.
ATHLETE: Apply a +5 bonus on Athletics and Endurance checks.
IMPROVED CARRY CAPACITY: You can carry 250 pounds, or 1 Medium or 2 Small creatures, in addition to any other weight normally allowed for you, and not be overloaded, and can drag up to 1,250 pounds or support +8 encumbrance slots. This is equivalent to a donkey. You must have Pack Mule or be size Large or larger, either naturally or by magic, in order to benefit from this ability.
PACK MULE: Treat your Strength score as 4 points higher than normal when determining your carry capacity.

Trainer (Dex)

This red engram helps you act as a challenging target.
DODGE: As an immediate action, you declare that you ignore 1 melee weapon attack before you know whether it hits you. Requires Dexterity 15+ and works only in Light or no armor. Costs 2 vitality.
FADE: For 5 minutes you fade into the background to enjoy a +5 bonus on Stealth checks, or +10 while not moving. Costs 1 vitality.
SHIELD: As a swift action, you conjure a shimmering shield of force that provides you +2 DR. The shield lasts 2 minutes and also provides total immunity to the Magic Missile ability. Costs 1 vitality.
SLY ACROBAT: Apply a +5 bonus on Acrobatics checks. Also, when moving through narrow spaces, treat your size as 1 category smaller than your actually size.

Ethertech

Ethertech includes devices that aid in locating, exploring, and crafting ethersites and the Etheric Realm in general.

As magitech, ethertech is a blend of magical and technological elements, except you may use Craft Etherware (page 102) in lieu of Craft Magic Item and Craft Electrotech. Ethernauts (page 102) are masters of ethertech.

You will find popular ethertech devices below. The only essential device is the etherscope. Everything else is an add-on or optional device. Each add-on requires a port on the etherscope and draws power from the etherscope's batteries unless stated otherwise.

Akashic Key

This device lets you gain lore from the Akashic Records.

Details: This add-on takes you to the Akashic Records ethersite. After 1d4 hours of using it with great concentration, you locate a response of up to 10 words in length regarding 1 question phrased in 5 words or less. After use, you are fatigued for 1 day. The device needs a week to recharge. Each use costs 5 vitality or 15 energy points.

Battery: 1 Tiny (2 ep) ; Usage: 2 ep/use.

Creation: 2,500 gp ; pass DC 15 History and Technics checks ; masterwork electrotech device plus Adept of the Akashic Records.

Price: 5,000 gp.

Etheric Compass

This device reports the coordinates of an unknown ethersite.

Details: This Tiny etherscope add-on reports any ethersite's coordinates after 1 minute of concentration wearing a special cap. You focus on the site's name, appearance, and/or purpose, as best you know, while wearing the cap. The chance of success equals 100% if the site is well-known or you know its truename, 90% if it is off the beaten path, 50% if exclusive, and 10% if secret. See the table on page 102 regarding these 4 grades of ethersites. Failure gives a false result and blocks searching for that ethersite for a week. If you've visited the site before, add +10% to your chance of success. Each use costs 2 vitality or 6 energy points.

Creation: 2,500 gp ; pass DC 12 Technics check ; masterwork 3D compass plus Locate Ethersite.

Price: 5,000 gp.

Etheric Stage

Use this etherscope add-on to craft an ethersite.

Details: This etherscope add-on lets you "upload" a copy of a modal (miniature set) of an ethersite into the Etheric Realm at the scope's current coordinates, provided the site is unoccupied. The model is Tiny for a basic site and Small, Medium or Large for an intermediate, advanced or paragon ethersite, respectively (see Table 11-1 below). The model's cost is part of the craft cost. The add-on includes cable-linked lights and mirrors that you position around the model. The upload time is part of the site's craft time. When you upload the site, you also indicate its truename. If you wish to improve upon an existing ethersite, you must know the site's truename.

Creation: 1,000 gp ; pass DC 12 Technics check ; masterwork electrotech device plus Virtuosity or Etheritect.

Price: 2,000 gp.

Etherpod

You climb into this pod to get a fully-immersive etheric experience.

Details: This 8-ft long, 4-ft-square, 80-pound device is made of metal, wood, and glass. It may look like a coffin or a giant flower, peapod or sea anemone. You climb in, activate the device, and experience the Etheric Realm as if using a skull-jack (see next page) but without surgery. Activating the device costs 2 vitality or 6 energy points.

Battery: 1 Small (15 ep) ; Usage: 1 ep/hour.

Creation: 2,500 gp ; pass DC 15 Heal and Technics checks ; masterwork Medium-sized electrotech pod device plus Guide Sight.

Price: 5,000 gp.

Etherscope

You visit ethersites using this device.

Details: The etherscope is a 15-pound, 1-ft-cube desktop device with a viewport, tiny mirror, rotator and zoomer knobs, microphone and speaker, 1 add-on port, and 3 dials to set coordinates (longitude, latitude, and altitude). Start up, shut down, moving to a new ethersite, and adding or removing an add-on from a port each take 1 minute. Using a knob is a swift action. When at a specific ethersite, you can use the pointer knob to rotate your view and the zoomer knob to see closer in or further away. The microphone and speaker let you verbally communicate with others at the ethersite, and each has a mute option. From within a site, you appear as a floating face, as reflected in the etherscope's mirror. If the ethersite is undeveloped, you see a gray wasteland. Spells and effects do not pass through the etherscope, though natural conditions such as darkness or a physical disguise do impact interactions as usual. Anything else in the Etheric Realm such as a ghost is also visible, as you are to it. While using the scope, you suffer a -5 penalty on Wisdom-based checks. The etherscope comes in a steel briefcase with straps. You can carry it or wear it as a backpack.

Danger! For every hour of use, there is a 1% chance per user level that a creature near the etherscope notices and moves toward it. Roll 1d8 and refer to the second to last paragraph in the "The Etheric Realm" sidebar on page 202, starting with "Danger!"

Battery: 3 Tiny (6 ep) ; Usage: 1 ep/hour.

Creation: 1,000 gp ; pass DC 12 Technics check ; masterwork electrotech device plus See Invisibility.

Price: 2,000 gp.

Etherscope Delux

This device improves upon the basic etherscope.

Details: This works like a standard etherscope but it weights 22 pounds, sports 5 ports rather than 1, takes 1 standard action rather than

Table 11-1: Ethersite Options

Tier	Basic	Intermediate	Advanced	Paragon
Examples	Garden, house, shop	Factory, hall, lodge, mansion	Arena, marina, urban quarter, park	Island, mountain, woods, large town
Craft / Realism DCs	12	18	24	30
Apparent size	30-ft cube, or 1800 sq-ft x 15 ft high	120-ft cube, or 250 ft wide x 250 ft deep x 30 ft high	500-ft cube, or 1200 ft wide x 1200 ft deep x 90 ft high	2000-ft cube, or 1 mile wide x 1 mile deep x 250 ft high
Usual # of visitors	5 (max 30)	20 (max 120)	80 (max 500)	350 (max 2000)
False populace options	1 townie or 2 creature levels	1 alder, 3 townies, or 6 creature levels	1 patron, 3 alders, 10 townies, or 20 creature levels (max level 10)	3 patrons, 10 alders, 30 townies, or 60 creature levels (max level 20)
Virtual dangers (hazards, traps)	2 levels worth	6 levels worth (max level 2)	20 levels worth (max level 6)	60 levels worth (max level 18)
Exits to/from site	1	3	10	30
Craft Cost/Time	1,000 gp / 1 day	2,500 gp / 3 days	10,000 gp / 10 days	25,000 gp / 30 days
Market Price	2,000 gp	5,000 gp	20,000 gp	50,000 gp

1 minute for actions, and reduces the chance of an encounter by 2%.

BATTERY: 1 Small (15 ep) ; USAGE 1 ep/hour.

CREATION: 2,500 gp ; pass DC 18 Technics check ; masterwork electrotech device plus Hustle and See Invisibility.

PRICE: 5,000 gp.

Ettercap

Wearing this odd vest gives a fully-immersive etheric experience.

DETAILS: This device is named after a spider-like monster and comes as a vest, not a cap. Donning or removing it takes 1 minute and inflicts 1d4-1 wound damage as its spider-like "legs" dig into you. The vest has a port to link to an etherscope. While wearing the vest, you experience the Etheric Realm as if using a skull-jack (below) but without surgery. There is no vitality activation cost.

BATTERY: 3 Tiny (6 ep) ; USAGE: 1 ep/hour.

CREATION: 2,500 gp ; pass DC 15 Heal and Technics checks ; masterwork spider-like electrotech vest plus the fur of a phase spider (RMG, page 147).

PRICE: 5,000 gp.

Ghost Ward

Avoid attracting creatures while exploring the Etheric Realm.

DETAILS: This Tiny add-on to an etherscope completely eliminates the chance of encountering a nearby etheric monster.

CREATION: 2,500 gp ; pass DC 15 Religion and Technics checks ; masterwork amulet with electrotech mount plus Spirit Ward.

PRICE: 5,000 gp.

Infinite Tape Reel

You can print content found at an ethersite.

DETAILS: This etherscope add-on prints text fed from a 3-in diameter tape reel. The reel functions as infinite. It starts printing whatever text the etherscope is pointing to when you flip a switch. Flip again to shut off. If there is no text, nothing prints. The paper, once printed, lasts 72 hours before disintegrating to dust.

CREATION: 1,000 gp ; pass DC 12 Technics check ; masterwork rape reel electrotech add-on device plus Comprehend Languages.

PRICE: 2,000 gp.

Skull-Jack

This allows a person to explore the Etheric Realm with his mind.

DETAILS: A skull-jack connects a port mounted into your skull to any adjacent etherscope port. Linking takes 1 minute, or 1 standard action if you use an etherscope delux. Once linked, you see, hear, move, and otherwise interact—including using skills and abilities—as if you were physically at an ethersite. Others at the site see your whole body as if you were really there. Unlike an etherscope, you suffer no penalties for activities within the Etheric Realm, but you suffer a -10 penalty on Wisdom-based skill checks in the real world. You expend vitality and suffer damage as usual, with wounds received in the Etheric Realm appearing on your real body as if out of thin air. Installing a skull-jack takes 1 hour and a DC 18 Heal check plus 3 days of training to become accustomed to it. Only a Heal, Miracle or Wish spell, or a successful DC 35 Heal check, removes it safely.

BATTERY: 1 Tiny (2 ep) ; USAGE 1 ep/4 hours.

CREATION: 2,500 gp ; pass DC 18 Heal and Technics checks ; a Tiny masterwork electrotech mesh plus Mirror Image.

PRICE: 5,000 gp.

Third Eye

Feel safe from intruders while using your etherscope.

DETAILS: This add-on to an etherscope provides security while you explore the Etheric Realm. The alarm covers a square perimeter within 10 ft per level. Any creature not specified by you that crosses the perimeter, either corporeal or incorporeal, evokes either an audible or silent alarm, as you desire. The alarm remains up to 24 hours or until you dismiss it. You can only maintain 1 alarm at a time.

CREATION: 1,000 gp ; pass DC 12 Technics check ; masterwork crystalline electrotech add-on device plus Alarm.

PRICE: 2,000 gp.

The Etheric Realm

What is the Etheric Realm? Sages, charlatans, and scientists offer divergent views. Educated people tend to accept a popular theory: The Ether is an incorporeal zone similar to the Astral Realm, but it holds minds—lore, imagination, and other thought patterns—rather than souls. The use of skull-jacks to let people mentally enter, travel through, and interact with the Ether supports this theory.

The Ether has qualities of space and time. You can visit any point within it by following an address similar to degrees of longitude, latitude, and altitude. At its simplest, a point might host a virtual cabin with a virtual book inside. Once there, using an etherscope, you enter the cabin and can view the book's contents. With a tape reel, you might even obtain a physical copy of the book's pages. A more complex point in the Ether may be home to a library, maze, island or small city. You may need a spell to enter the site, and exploring it is akin to a miniature person moving through an architectural model. The site might be home to many books, virtual people and monsters, virtual traps, and so forth. Thus, moving through the environment is similar to moving through a real landscape, particularly when one is using a skull-jack, while using just an etherscope is more cumbersome, with your perception and abilities compromised by the tiny scope.

People, and perhaps other entities, visit, create and add to ethersites by using an etheric stage. The craft process is similar to building a ship in a bottle. The process takes focus, precision, and artistry. The exact appearance of a site relies on the designer's imagination, the coinage spent, and successful skill checks.

There are unusual ethertech options. The most popular is a skull-jack, which is a cybernetic implant that allows you to link via a cable to an etherscope and explore the Etheric Realm as if you are traveling for real in a vast and strange matrix-like universe. Multiple individuals, each with a skull-jack, can go on a virtual adventure. Contemporary legends describe people who awaken into a finely crafted ethersite and interact as if it's reality, only to learn they must find a way to escape before their actual bodies die in the mortal world.

People turn to the Etheric Realm for 3 reasons: business, pleasure, and security. You can visit an etheric space that brokers the trade of goods and services, often away from prying eyes. Alternatively, you can visit a welcoming space with art, music, and opportunities for revelry. Using an etherscope, such places blare out musical tunes or offer slideshows of artwork, while for jacked ethernauts, these sites are dressed as museums and concert halls, and can amaze and confound in their rich immensity. Finally, the Etheric Realm is a useful place to store secrets such as documents, passwords, the names of spies, locations of submersibles, and so forth. Typically, these sites are not advertised, may be placed at very high or low altitude, and veiled with multiple layers of magical password protections to keep out nearly everyone.

Outside of ethersites are Graylands where nothing ages, there is minimal gravity, and travelers see very faint outlines of corresponding points in the Mundane Realm.

Danger! Like anywhere else, the Etheric Realm is linked to various hazards and mysteries, mostly small and uncommon, but sometimes frightening and deadly. In particular, incorporeal undead haunt the Graylands. For every hour using an etherscope or otherwise in the Graylands, the chance of an an encounter equals 1% for each of your levels. Roll 1d8: 1) Another etherscope user, 2) lingering spirit townie (RPG, page 266), 3) ghost, 4) ghostly maurader, 5) shadow, 6) phase spider, 7) xill, and 8) Roll 2x! See RMG, pages 84, 108, 140, 147, 172 regarding creatures, which may or may not be able or willing to interact with etheric travelers. An exorcist or shaman might need to clear an area. Rumors also speak of mind-worms that infect jacked ethernauts with aberrant thoughts, epiphanies or insanity.

The Etheric Realm is home to ruins of lost races, tomes of forgotten lore, and sentient ethersites crafted by alien intelligences. After all, other people and beings have used this realm before its rediscovery in modern times. Among these perplexing sites are the famous Akashic Records, which is a repository of the world's past and future history that lies along various etheric lay lines. Many surprises lurk in this little-understood realm.

Void-tech

This form of magitech is used in voidcraft, space colonies, and high-technology centers overseen by the rich and powerful.

As magitech, void-tech is a blend of magical and technological elements, and crafting void-tech devices requires Craft Magic Item and Craft Electrotech

Void-tech devices often lack batteries and instead rely on an outside power source, either vitality points or 3x that number in energy points. Just using these devices properly requires a Technics check equal to the check made during its creation.

Air Freshener

This vented box takes in foul air and produces clear air.

DETAILS: This 10-pound glass and metal 1-ft cube is filled with greenish air. When activated, it immediately fills an adjacent 5-ft cube with fresh air at standard pressure. If there is existing air, that air is drawn in, cleaned, and expelled. If not, the box adds air. A Medium person requires ¼ cubic ft of air per minute. Thus, a single use offers 30 hours of clean air for 1 person or almost 4 hours for 8 people. Each use costs 1 vitality or 3 energy points.

CREATION: 1,000 gp ; pass DC 12 Technics check ; masterwork 5-ft-cube electrotech device plus Fresh Air.

PRICE: 2,000 gp.

Beaconet

This fist-sized chain betrays your location.

DETAILS: When activated, this 1-pound chain, worn like a baldric, transmits your coordinates 1/round to any sky lotus devices (below) within 200 miles. Each use costs 1 vitality or 3 energy points.

CREATION: 1,000 gp ; pass DC 12 Technics check ; masterwork chain-like electrotech device plus Whispering Wind.

PRICE: 2,000 gp.

Cartography Lab

This device analyzes a heavenly body in depth.

DETAILS: You point this 5-ft-cube, 250-pound device toward 1 known asteroid belt, moon or planet within 1 parsec, typically determined using an instant orrery (below). After 1 hour of scanning, the device reports the body's atmospheric composition, gravity, predominant terrain, temperature range, nucleonic energy levels, active radio stations (if any), and presence of any contiguous settlements or constructions (cities, ruins, etc) that are 2-square miles or larger in size. The chance of accuracy for each characteristic is 70% + 1% per level. Each use costs 2 vitality or 6 energy points.

CREATION: 10,000 gp ; pass DC 21 Nature and Technics checks ; masterwork electrotech scanner plus Astronomy, Map, and Minor Wish.

PRICE: 20,000 gp.

Drum Beat

This hypnotic device aligns everyone to work efficiently.

DETAILS: Once activated, this 5-ft-cube, 50-pound device projects a psychic wave that aligns the activities of all persons within 120 ft. Each person enjoys a +3 bonus on any 3 skills, as set during the device's creation. Typical selections include Craft, Mechanics, and Technics checks, or Diplomacy, Insight, and Nobility checks, or Athletics, Intimidate, and Warcraft checks. The effect lasts 5 minutes when you expend 5 vitality, or 1 hour if you expend 10 vitality.

CREATION: 10,000 gp ; pass DC 21 Music and Technics checks ; masterwork drum or other rhythmic instrument plus Suggestion.

PRICE: 25,000 gp.

Explorer's Codex

This encyclopedic device offers lore relevant to void travelers.

DETAILS: This 5-ft-cube wonder weighs 500 pounds and looks similar to a technocrat (RPG, page 183), though it offers only void-related lore. At any time, you can question it as a standard action to enjoy a +2 bonus on your next Nature check, or a +10 bonus on the astronomy sub-skill regarding the Void. Similarly, you can answer questions regarding 12 sentient races that ply the Void. Typically, these are aberrations, constructs, and mutants. Options from the Radiance Masters Guide include azri, cyclone, ergo, hierian, illithrix, mantis, mechanite, okari, telchine, vespir, vorn, and vytorian. The GM has final say on relevant options.

If you engage in 1 hour of research using the codex, you enjoy a +2 bonus on Bluff, Insight, Perception, and Survival checks for 24 hours using these skills against these creatures as well as a +2 bonus on weapon attack and damage rolls against such creatures. Alternatively, 2 minutes of questioning grants these bonuses for 1 hour. These bonuses stack with bonuses from Favored Ally.

CREATION: 2,500 gp ; pass DC 18 Technics check ; masterwork 5-ft-cube electrotech device plus Astronomy and Xenotype Lore.

PRICE: 5,000 gp.

Gravity Mesh

This mesh generates earth-like gravity.

DETAILS: This 30-ft square mesh grants normal gravity to creatures and objects up to 10 ft above it's dorsal surface. The mesh is flexible and can function independently as a rug or embedded in a floor. In areas with 50% to 150% normal gravity, the mesh turns off. Otherwise, it overrides any existing gravity field. The effect lasts 24 hours. Costs 2 vitality or 6 energy points.

CREATION: 2,500 gp ; pass DC 18 Technics check ; masterwork 30-ft-square, 1-inch thick electrotech mesh plus Earth's Weight.

PRICE: 5,000 gp.

Ground Mapper

This scanner maps surrounding terrain.

DETAILS: After 1 minutes of use, this 3-pound handheld device reports the topography of a 60-ft square area within 120 ft. Data includes elevation, constructions, terrain, and gravity. The device does not reveal floor plans, ore veins, or magic zones. The chance of accuracy for each space is 70% + 1% per level. Each use costs 2 vitality or 6 energy points.

CREATION: 3,500 gp ; pass DC 18 Nature and Technics checks ; masterwork electrotech scanner plus Assess Gravity and Map.

PRICE: 7,000 gp.

Hypertech Generator

This enchanted electrotech item is a source of continuous energy.

DETAILS: This rare item is a work of stunning genius. Its design requires precise calculations and its construction must meet exacting specifications.

A hypertech generator has several components. Primarily, it consists of a hollow copper sphere 5 ft in diameter and ½ inch thick, weighing 1 ton and costing 2,000 gp, with 3 dragonstones (RPG, page 95) of Primordial Ray (electricity, RPG page 56) inset within the sphere at equidistant points along the sphere's equator, fashioned as magical traps. The sphere is carved with arcane runes to precisely regulate the flow of electricity through the sphere. Finally, a modified recharge antenna is inserted into the sphere, with its tip reaching the sphere's center.

When the trap is activated (requires 1 minute and 3 DC 21 Arcana checks, and either the use of a precise timekeeping device or a DC 26 Technics check), the dragonstone traps repetitively fire in sequence, delivering magical electrical energy to the antenna. The result is a consistent flow of 1 energy point per round from the generator.

Disabling the generator requires 3 DC 21 Arcana or DC 26 Mechanics checks; a precise timekeeping device is not necessary for this step but does reduce the DCs by 5.

Continual use can burn out the antenna. Thus, generators meant for use beyond 24 hours are equipped with mithral-alloy antennas, or set to operate at partial capacity with only 1 or 2 dragonstones active at a time to produce only 1 energy point per 2 or 3 rounds.

CREATION: 10,000 gp ; 5-ft diameter copper sphere costing 2,000 gp, 3 dragonstones worth 2,000 gp each, and 2,000 gp in additional trap-related supplies, plus Craft Electrotech, and either

Craft Magic Item or Craft Dragonstone ; the craft time is longer than usual and requires 5 successful DC 30 checks in each of 3 skills, Arcana, Mechanics, and Technics, over the course of 15 days.

PRICE: 20,000 gp (or 25,000 gp with mithril antenna).

Instant Orrery

This device presents a luminous model of a star system's contents.

DETAILS: After 1d10 minutes of use, this 5-ft-cube, 15-pound device projects an illusionary orrery. It shows the number, size, and location of asteroid belts, moons, and planets orbiting the nearest star within 1 parsec. A typical system has 3d4 planets, 10d10 moons, and 1d4-1 asteroid belts. Of these, 1d4-1 will lie within a habitable zone that is friendly to people and animals. The information is precise enough to chart a course or to analyze using a cartography lab. The device shows no other information about the bodies. Costs 5 vitality or 15 energy points.

CREATION: 10,000 gp ; pass DC 21 Nature and Technics checks ; masterwork electrotech scanner plus Astronomy and Illusionist.

PRICE: 20,000 gp.

Meal Replicator

This practical, stylish device produces a delicious meal.

DETAILS: From this oven-like metal box, you can conjure any sort of nutritious and decadent food and water or other fluid to satisfy 1 person's meal needs. The box is a 1½ ft cube weighing 50 pounds. Each use costs 1 vitality or 3 energy points.

CREATION: 2,500 gp ; pass DC 15 Craft and Technics checks ; masterwork electrotech oven plus Create Food and Water.

PRICE: 5,000 gp.

Med-Spider

This spider-like contraption helps you heal someone.

DETAILS: This 15-pound, 3-ft-diameter spider-like contraption works smartly and deftly to help heal a person's wounds. When activated, an adjacent living creature heals 1d6 wound damage per 2 of your levels (max 5d6) as the device perfectly knits flesh and bones. A creature can benefit only once daily from this. This use costs 1 vitality or 3 energy points.

Any other time, using the device grants you a +5 bonus on Heal checks, or a +10 bonus to halt bleeding.

CREATION: 2,500 gp ; pass DC 15 Heal and Technics checks ; masterwork electrotech doll plus Cure Wounds and First Aid.

PRICE: 5,000 gp.

Medical Bay

This coffin-like contraption cures all sorts of health problems.

DETAILS: This is a 10-ft long, 5-ft wide, 1-ton glass coffin sports a slim bed inside and a control panel outside. You can place an injured or diseased living creature within and seal the glass door. When activated, the subject heals 5d6 wound damage and is cured of 1 ailment. For any other medical needs, apply a +5 bonus on your Heal check. The device does not regenerate limbs. Each use costs 3 vitality or 9 energy points.

CREATION: 10,000 gp ; pass DC 21 Heal and Technics checks ; masterwork electrotech coffin plus Cure Wounds, First Aid, and Cure Ailment.

PRICE: 20,000 gp.

Pseudo-Mate

This device generates an illusionary but functional crew member.

DETAILS: When a control switch is flipped, a set of blue metal 5-ft-square plates (DR 10, 50 hp each) inset into the ceiling and floor conjures an illusionary housebot (page 237). Like a real bot, it has the abilities of 1 engram (page 199) decided at the time of crafting this device. The bot functions as real though it cannot make attack rolls or use magic abilities and has no soul or self-awareness. It is, however, entirely immune to natural void conditions. It obeys your verbal commands though it will not stray more than 30 ft from the metal plates. It vanishes if it is moved out of the plates' range or if an attack successfully delivers hit point damage to it. Otherwise, it lasts 1 hour or until the control switch is shut off. Unless both plates suffer 10+ hp damage, the pseudo-mate can be conjured at full health even if it was "slain" previously. Costs 2 vitality or 6 energy points.

CREATION: 10,000 gp ; pass DC 21 Insight and Technics checks ; set of masterwork electrotech plates and control box plus 5,000 gp engram and the Attache spell.

PRICE: 20,000 gp.

Search Console

This device scans for life from a distance.

DETAILS: After 1d10 minutes of use, this 5-ft-cube, 500-pound device reports the direction and distance to the greatest concentration (levels) of living creatures within a 20 square mile area within 200 miles of you. The device must have line of sight; thus, it is typically mounted with a scope on the outside of a voidcraft. Doing this costs 1 vitality or 3 energy points per 2 minutes (round down).

CREATION: 10,000 gp ; pass DC 24 Technics check ; masterwork electrotech console plus Far Life Scan and Life Scan.

PRICE: 20,000 gp.

Sky Lotus

This orb teleports people and objects between 2 locations.

DETAILS: This orb relocates 1 Medium or smaller creature and 250 pounds of gear (or 500 pounds of gear only) to a destination within line of effect up to 200 miles away. The subject steps into the orb, you activate it, and the subject vanishes and reappears 1 minute later in the new location.

There are limitations. The trip is 1 way. You must have a specific destination in mind, and you must succeed on a Nature or Technics check to arrive there properly. The DC for the location equals 5 if familiar, 10 if visited, 20 if described, or 30 if known in name only. Apply a +10 bonus on the check when precise coordinates are given, such as when using a beaconet. A failed check means the subject arrives 1d6 miles away from the desired destination, possibly in a dangerous locale, though the subject is always shunted from solid material to the nearest open space. Various kinds of natural and/or magical interference can add +5 to +20 to the DC.

Optionally, the subject may return to the orb, if the orb is empty and you succeed on a Nature or Technics. The DC equals 5 if the subject has a beaconet or 10 if you are given a set of exact coordinates. Otherwise, the DC equals 20 if sighted visually or using a search console (above), 35 if merely described or the subject's coordinates have recently changed by up to 2 miles, or 50 if not known. Natural and/or magical interference can further modify the DC. You can retry an unsuccessful check. If successful, the transport costs the subject 2 vitality.

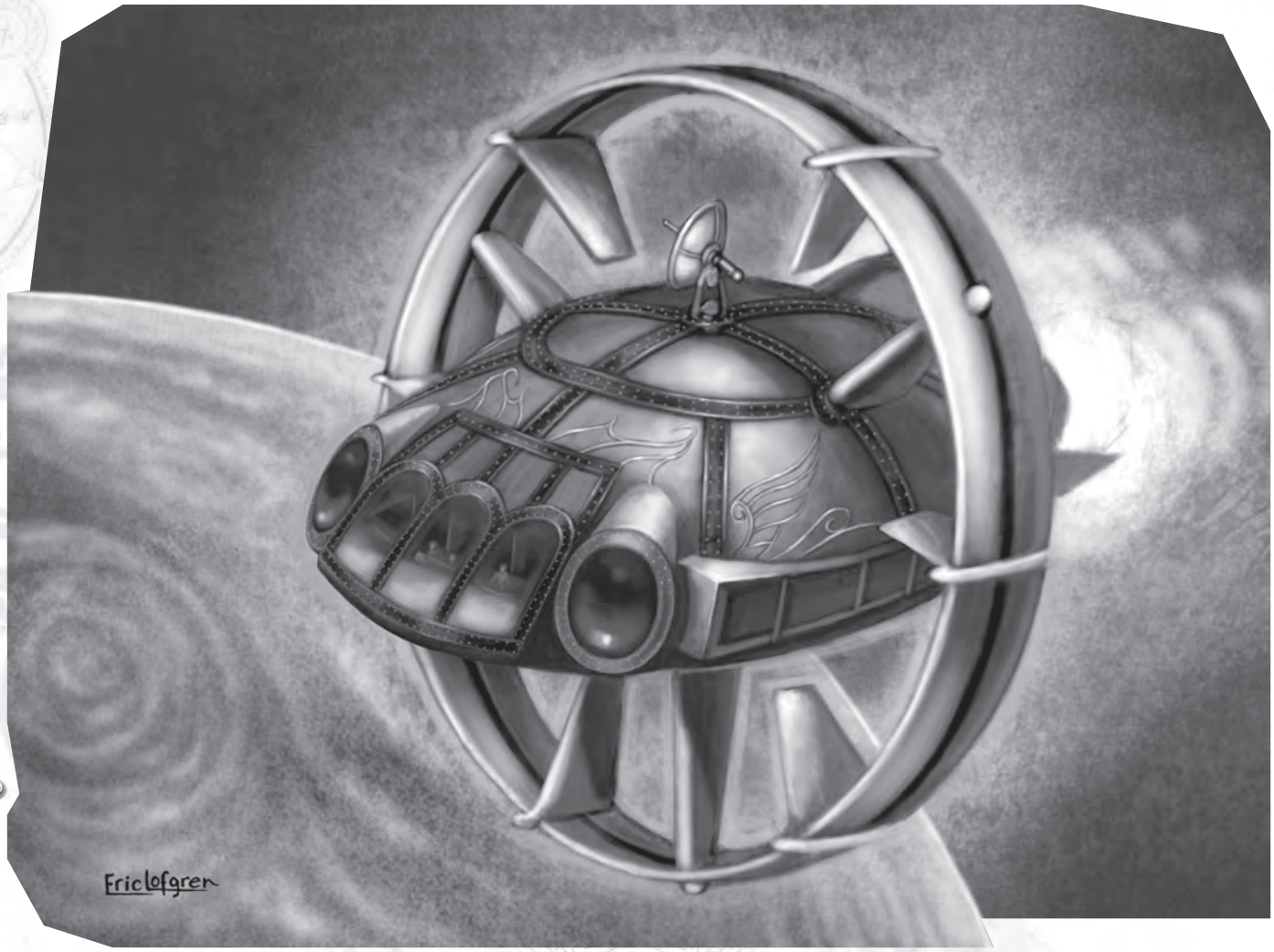
CREATION: 25,000 gp ; pass DC 30 Technics check ; masterwork electrotech orb plus Teletrieval and Transport.

PRICE: 50,000 gp.

Ship's Bunker

This extradimensional space acts as a hidden refuge.

DETAILS: When a control switch is flipped, a set of red metal 5-ft-square plates (DR 10, 50 hp each) inset into the ceiling and floor conjures an invisible 5-ft-wide, 10-ft high techno-magical portal between them. All who enter the portal move into a 15-ft-cube extradimensional bunker (it exists in the Astral Realm and moves relative to the plates). Only creatures (not unattended objects or natural phenomena such as wind or radiation) may pass through the portal. Occupants can see out the portal but those outside cannot see into it. The bunker holds comfortably up to 8 Medium creatures. Being an Astral space, no air, food, water or other sustenance is needed while there. Creatures caught in the bunker when the power fails are dumped at its entrance. If the plates suffer 10+ hp damage, the effect ends (33%) or remains ongoing but the portal is unusable until repairs are made (33%) or the bunker unmoors from the plates and strands any occupants in the Astral Realm (33%). Otherwise, the bunker lasts until the control switch is shut off. The bunker comes with an optional timer that automatically ends the effect after a set time up to 72 hours. Gear



left in the bunker remains between uses. One can hide the plates on a DC 15 Disguise check. Costs 1 vitality or 3 energy points per hour.

CREATION: 2,500 gp ; pass DC 15 Arcana and Technics checks ; set of masterwork electrotech plates and control box and the Secret Chamber spell.

PRICE: 5,000 gp.

STARFINDER

This device navigates a voidcraft on its own.

DETAILS: This black metal 3-ft-diameter, 50-pound sphere sports numerous ports with cables that stretch and link to other devices as if it's an intelligent creature. When active, it can make Pilot checks with a +5 bonus, or +10 in a voidcraft, moving to a destination that you indicate to it. Also, once daily, the device can report and act on the direction and distance to travel with the most speed and safety to a destination you state to it. The destination may be specific or general. This use costs 2 vitality or 6 energy points. Finally, once daily, the device can learn the distance and direction to the most habitable world within 200 parsecs of it. It can then make Pilot checks to reach this destination.

CREATION: 10,000 gp ; pass DC 21 Nature and Technics checks ; masterwork electrotech sphere with cables plus Locate World, Point the Way, and Void Pilot.

PRICE: 20,000 gp.

STASIS POD

This coffin-like pod sustains a person in restful suspended animation.

DETAILS: This 1-ton pod is 8 ft high, 3 ft wide, and 2 ft deep. It is made of metal and wood with a large glass porthole and plush interior. Once activated, the person or animal inside falls into a deep sleep. His bodily processes nearly halt. He is cold, appears dead, and ignores effects of curses, disease, and poison. The effect lasts 8 hours, or 8 days when you spend 1 minute and 10 gp per day in alchemical gas. Waking takes 1 minute, any ignored conditions resume, and the subject is nauseated for 2 minutes on a failed DC 15 Endurance check. If a pod is damaged, the occupant automatically awakens if he passes a DC 15 Endurance check. Each use costs 2 vitality or 6 energy points.

CREATION: 2,500 gp ; pass DC 15 Heal and Technics checks ; masterwork coffin-like electrotech pod plus Torpor.

PRICE: 5,000 gp.

VOIDCOMM UNIT

This large device allows you to communicate over vast distances.

DETAILS: This 25-pound, 10-ft diameter device is usually mounted near the outer wall of a building or craft since it requires line-of-effect for best use. You can send a short 5-word message or a long 25-word message to a willing creature that you have met before and know by name on a named world within your realm of existence. The target needs a voidcomm unit too. The chance of success equals 70% + 1% per level, or 30% + 2% per level if you lack line-of-effect. Costs 5 vitality or 15 energy points.

BATTERY: 1 Small (15 ep) ; USAGE: 1 ep (short message) or 2 ep (long message)

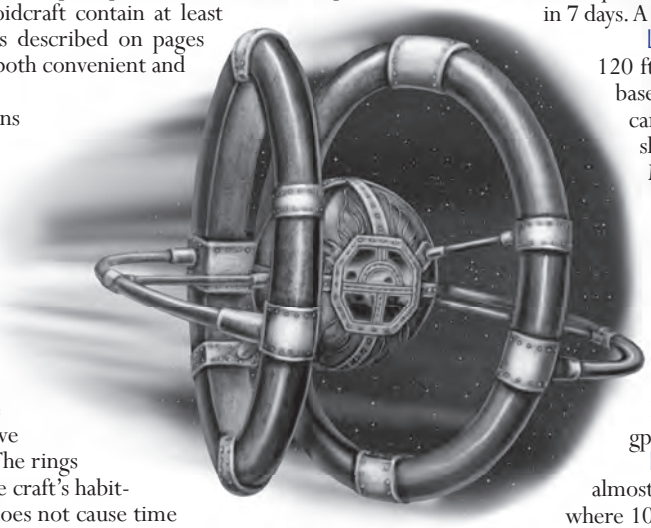
CREATION: 10,000 gp ; pass DC 24 Technics check ; masterwork comm unit and dish plus Void Sending.

PRICE: 20,000 gp.

Voidcraft

Voidcraft transport people across the dangerous and awe-inspiring vastness of outer space. Void travelers are often colonists aiming for new worlds, soldiers headed for war, or miners and explorers searching for new resources and new civilizations.

Voidcraft improve upon rockets and spellships. They rely on magi-tech, which blends electrotech and magic. Electrotech provides the mechanical elements while magic shifts immateria, the hidden forces that underlie space, time, thought, and existence. Voidcraft use spell helms (RPG, page 199), where the pilot places himself in the ship's helm and enters a trance. Voidcraft contain at least some of the magi-tech items described on pages 201-203, making these craft both convenient and costly.



Voidcraft lack obvious means of locomotion and move by magically bending space. Just as flying saucers propulse using special crystals to rarify and compresses the surrounding air, so too do voidcraft reshape the firmament they ply. The craft itself is stationary while the "engines" (in a pair of rings) warp space around them. The result is like a great ocean wave carrying a surfer (the craft). The rings create a safe pocket where the craft's habitable portions fit. This travel does not cause time dilation. Of course, these craft can also travel more slowly for close-quarter maneuvers, typically with a 240 ft speed.

Voidcraft consume radiance to power their space-bending effects. A trip to a nearby stellar system might consume a ton or more. Thus, the main purpose of many voidcraft is, oddly, to locate, mine, and process more radiance ore from other worlds in order to power more voidcraft. Other races of the Void, wondrous and sinister and far older than the known mortal races, also scour the Void in search of radiance. Conflicts arise. Alliances and rivalries form. Adventures await!

There is a fuel formula. It takes 1,000 pounds of liquid radiance to move a 30-ft-diameter craft 1 light year over a 1 week period. Fuel requirements scale linearly with changes in mass and speed. This results in travel times that are narratively interesting (often using stasis pods) while being fast enough to afford colonization of the cosmos. To dissect the numbers: A teaspoon of water is 5 grams. Radiance is 10x as dense as water. Thus, we get 50 grams per teaspoon, and 10,000 teaspoons equals 1,000 pounds (or ½ ton). Using common low-grade radiance, the cost is 8 cp per teaspoon or 800 gp per ½ ton of fuel.

To build a voidcraft, use the rules for building spellships on page 201 of the Radiance Players Guide but use Starflight and Void Ward as the required spells, costing 30,000 gp. The hull is usually mithral.

Voidcraft come in several sizes, from Tiny skiffs to Large leviathans and beyond. Smaller craft move quickly. They carry people and cargo in demand. In contrast, larger craft move slowly, with people in stasis and large volumes of middling cargo. Here are brief descriptions of typical voidcraft in each size category.

Tiny Skiff: This 10-ft-diameter sphere carries 2 persons, a spell helm, ½ ton of cargo, an airlock, and 2 tons of fuel. The total volume is a mere 525 cubic ft. The skiff is bare-bones. It sports an air freshener and can effect a Shield spell. Each ½ ton of fuel yields 1 light year's distance in 6 hours. Its craft cost is 33,500 gp.

Small Cavort: This 20-ft-diameter sphere is an elegant but spare craft for 4 persons. It comes with a spell helm, 2 bunks, a mini-kitchen, commode, lounge, 1 stasis pod (for emergencies), space for 1 ton of cargo, an airlock, and 6 tons of fuel. It also sports an air freshener, gravity mesh, meal replicator, and starfinder. It can effect the Expeditious Stride and Shield spells. Each ½ ton of fuel yields 1 light year's distance in 2 days. Its craft cost is 53,500 gp.

Medium Strider: This 30-ft-diameter sphere transports 2 persons plus 12 more in stasis pods and 6 tons of cargo and 8 tons of fuel. Three 10-ft high decks offer a total of 1400 square ft of deck space. The page at right details this craft and its crew. The ring is not shown, only the core and spokes. The craft has a spell helm, lift, airlock, 2 commodes, a kitchen, a pantry, and a lounge. In addition to the stasis pods, it also comes with an air freshener, gravity mesh, meal replicator, med-spider, starfinder, voidcomm, and a hypertech generator for unlimited power (see pages 180-181). The cargo area can house more magitech. It can effect the Expeditious Stride, Lightning Bolt, and Shield spells. Each ½ ton of fuel yields 1 light year's distance in 7 days. A typical market price is 108,500 gp.

Large Starfinder: This carrier spans 120 ft in diameter. It includes a command module based on the strider (above), plus a voluminous cargo space and either a cargo hauler, colony ship or explorer vessel from the Radiance Masters Guide as a drop ship that can fly to and from a world's surface. Note that fuel requirements and cost go up at a cubic rate. Fortunately, this craft holds 12 tons of fuel, where each ½ ton powers it for 16 weeks to cover ¼ light year's distance. Often, the ship draws on more fuel to go faster. For the drop ship, use the details, floor plans, and pricing described in the Radiance Masters Guide. For the rest of the craft's cost, add +116,000 gp worth of structure and void-tech gear.

Huge Leviathan: This rare voidcraft is almost 500 ft in diameter. It carries 150 tons of fuel, where 10 tons powers it for 20 weeks to cover ¼ light year's distance. A skeleton crew mans the craft, and its bowels can transport up to 5,000 passengers and 450,000 tons of cargo. It may host an entire town or industrial complex. These voidcraft are built by great nations or whole worlds and are rarely for sale. They are too slow for adventurers to use unless the adventure itself is there!

Resources for Void Adventures

To learn about the Void environment, such as gravity and radiation, see RPG page 236. Beyond voidcraft, there are classes, themes, and other resources to make the most of cold breathless adventures.

Kits: Besides the Void Trekker (page 15), the Intrepid Traveler, Irradiated Mutant, and Technics Engineer are relevant choices.

Races: Any race that offers Electrotech or Immortal Build is well-suited to the Void. Besides humans, consider batfolk, elan, ghul, gnome, moppet, slith, theta, vodron, and warmech characters.

Classes: Except for the artificer (RPG, page 42), the best-fitting choices are in this book. Consider the dragoon, gadgeteer, magister, savant, technomancer, and voidmage.

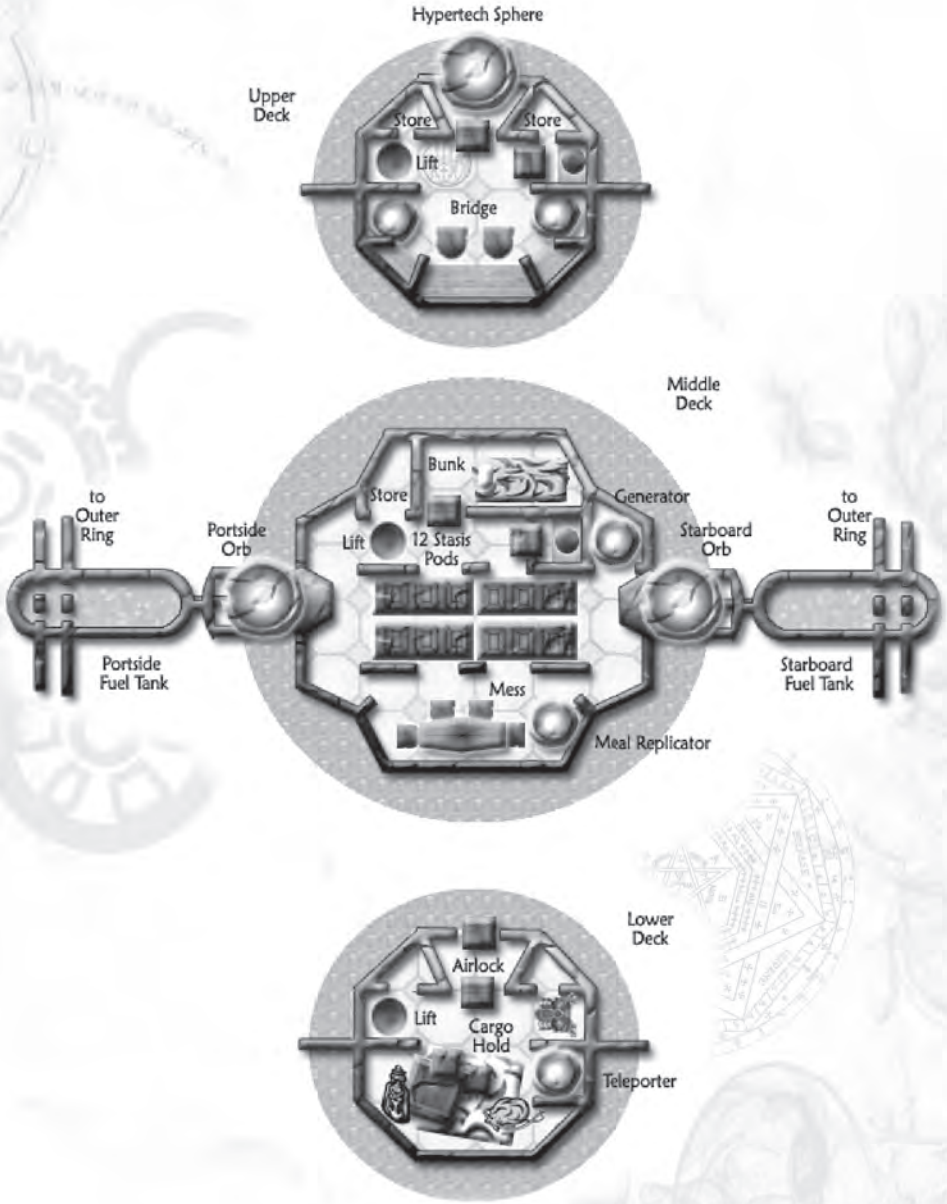
Themes: Anyone who is adept at exploring, electrotech, metal, vehicles, or the Void will do well. Consider the aviator, commando, cyborg, explorer, mechanaut, metal-urge, roboticist, rocketeer, scientist, and voidmain.

Deities: Four deities are solid patrons here: Voktra as goddess of crossroads, Cosmina as goddess of colonizing the stars, and Ezri as goddess of constructs and technology. There is also Cthulhu, a vile god of insanity and outerspace.

Equipment: Say yes to electrotech! In fact, if you learn Craft Electrotech (pages 45, 57, 66, and RPG page 123), you can make your own items at ½ their market price. Or take on a townie follower such as the noggin or technics engineer. In contrast, magitech tends to be expensive and bulky; what's important is knowing how to work it. Having access to, or discount tickets for, voidcraft is also nice.

Immortals: The franken golem and phrenic alien are flavorful fits. The restive vampire and unbound ghost as undead creatures also work well, since food, air, and such are unimportant to them. You can learn more about these options starting on page 74.

Strider Voidcraft



AREA: 1,400 square ft ; MARKET PRICE: 108,500 gp

This snug vehicle transports 14 to 20 persons across the yawning Void between worlds. The ship consists of a 30-ft-diameter sphere with spokes and a ring that contains the magitech elements needed to warp space around the ship to propel it to what is effectively faster-than-light travel.

The upper deck, or bridge, is 350 square ft. It comes with a spell-helm, 2 spacious seats for the captain and pilot, and a starfinder and voidcomm. By the bridge is a lift, a commode, and 2 storage lockers.

The mid-deck is 700 square ft. It includes 12 stasis pods, a small mess room with a lovely view of upcoming destinations, storage lockers, a commode, a cabin with a bunk bed, and 2 magitech units that provide food and power for the stasis pods. The stasis pods include luggage racks for personal gear. Typically, 2 people are awake and 12 are in stasis to conserve resources and sanity on a long voyage.

The lower deck is 350 square ft. It offers 500 cubic ft (or 6 tons) of storage, plus a lift, airlock, locker with 1 voidsuit, alcove with an ergo, and room for a teleporter unit (not included in the market price). Cargo might include seeds, electrotech, mail, large luggage items, magitech for surveying or exploration, and/or up to 6 more stasis pods.

The ship's interior is smartly designed with quality wood, glass, metal, and plush materials, though it is somewhat cramped and usually functions as a "sleeper ship" with light cargo. A mesh provides normal gravity at all times, and if well-maintained, this craft is a prize. Its price, split among 6 persons, is a mere 18,000 gp each.

The spokes and ring constitute a propulsive unit. Radiance (6 tons) is stored in the spokes and processed in the rings. Each ½ ton of fuel costs 800 gp and yields 1 light year's distance in 7 days. For rapid travel, 3 tons of fuel yield 1 light year's travel in 1 day.

This voidcraft is popular with adventurers. A typical star has 1d4 neighboring stars within 3 light years, 2d4 stars within 6 light years and 3d8 within 12 light years, offering many opportunities for exploring!

Due to cost and complexity, the crew members are mostly alders and everyone must offer useful skills or pay a steep fee to travel in such luxury. Housebots (page 237) with the delve engram (page 199) are also common.

Encounter Matrix

The matrix includes 74 levels of creatures. You may stagger encounters to match PCs' total levels.

Creature	Page	Level	Count	Notes
Patron sky captain	RPG 270	13	1	The ship's captain may use spice to pilot better.
Alder cartographer	193	6	1	The ship's exploration officer.
Alder wayfarer	RPG 274	6	1	Provides transport to/from surface and ships.
Alder stormtrooper	RPG 272	6	2	The ship's security.
Alder far voice	197	6	1	The ship's communications officer.
Alder gray shirt	198	6	2	The ship's engineers.
Red shirt	205	2	4	These trainees provides support.
Alder ergo master	197	6	1	Works with the ergo.
Supron Ergo	RMG 78	5	1	Takes up 2 spaces in lower level storage bay.

Worlds of the Void

Like the grains of sand on a beach, a vast expanse of many worlds dots the Void. Alas, the great majority of worlds, though beauteous, are inhospitable to people and most life. Even if these worlds were once friendly, or shall be someday, a mortal's lifetime—even a species's span—is not even a tick of the cosmic clock. On the few friendly worlds, explorers may find a foothold to colonize, mine, and perhaps call a new home. But they may not be alone. Alien races far older than those known, and creatures from aberrations to undead, may haunt and hunt upon even the most welcome-looking places. Truly, the Void with its dangers and potential evokes a sense of awe, insignificance, and wonder.

Within a stellar system, explorers will find 3d4 worlds. Most of these are dangerous or uninteresting. Thus, you can focus on a few: roll 1d4 and consult Table 11-2 at right. If a result is in the same zone (marked by thick horizontal lines) as a previous result, treat it as a dead rock (#16) or a gas giant (#17), with a 50% chance of either.

For each category of world, you will find information about its air, gravity, size, typical weather, radiance ore, and so forth. If characters drop in to visit a world, you can learn the effects of weather and check for various natural hazards (RPG, pages 237-238). Page 236 of the Radiance Players Guide has rules for low and high gravity. Explorers will likely need special gear such as environment suits or spells such as Earth's Weight, Planar Adaptation or Protection from Energy. Creatures will also vary by world.

Star Maps

The hex map at right is an example of a star map. Each hex equals a parsec (3¼ light years). Each hex has a set of coordinates at top. Use this map in a similar way you would a geographic map as characters travel a wilderness.

Empty hexes hold no stellar systems while full hexes show the most prominent world in that system with a refueling station. The hex shows the world's name, its type number (see Table 10-2) inside a circle, and any special features. A "★" denotes a base to repair voidcraft.

Gray lines denote common trade routes. The voidcrafts on prior pages cover the distances and times shown below, along with per-passanger cost:

Voidcraft	Distance, Time, Cost
Skiff	1 hex in 1 day, 1200 gp
Cavort	3 hexes in 1 week, 2000 gp
Strider	4 hexes in 13 weeks, 750 gp
Starfinder	2 hexes in 1 year, 480 gp
Leviathan	1 hex in 5 years, 42 gp

The short voidcraft distances beg for fuel depots in otherwise inhospitable locations, and woe to travelers who are stranded without fuel.

Typically, hospitable terrestrial worlds are colonies. Less hospitable terrestrial worlds are for mining and such. Gassy worlds are useful to hide in and may host hospitable moons or orbiting void stations. Other worlds such as "death gardens" (#5) and "magic rocks" (#20) are often off limits. The map at right features an ancient, abandoned hollow sphere world called Vytoria that is normally very rare and might be off-limits, but in this case has be settled as a hub along a major trade route.

You may print the blank void grid on page 256 to create your own map of worlds.

Special codes include "HW" for homeworld, "MC" for mining colony, "MB" for military base, and "RA" for restricted area.

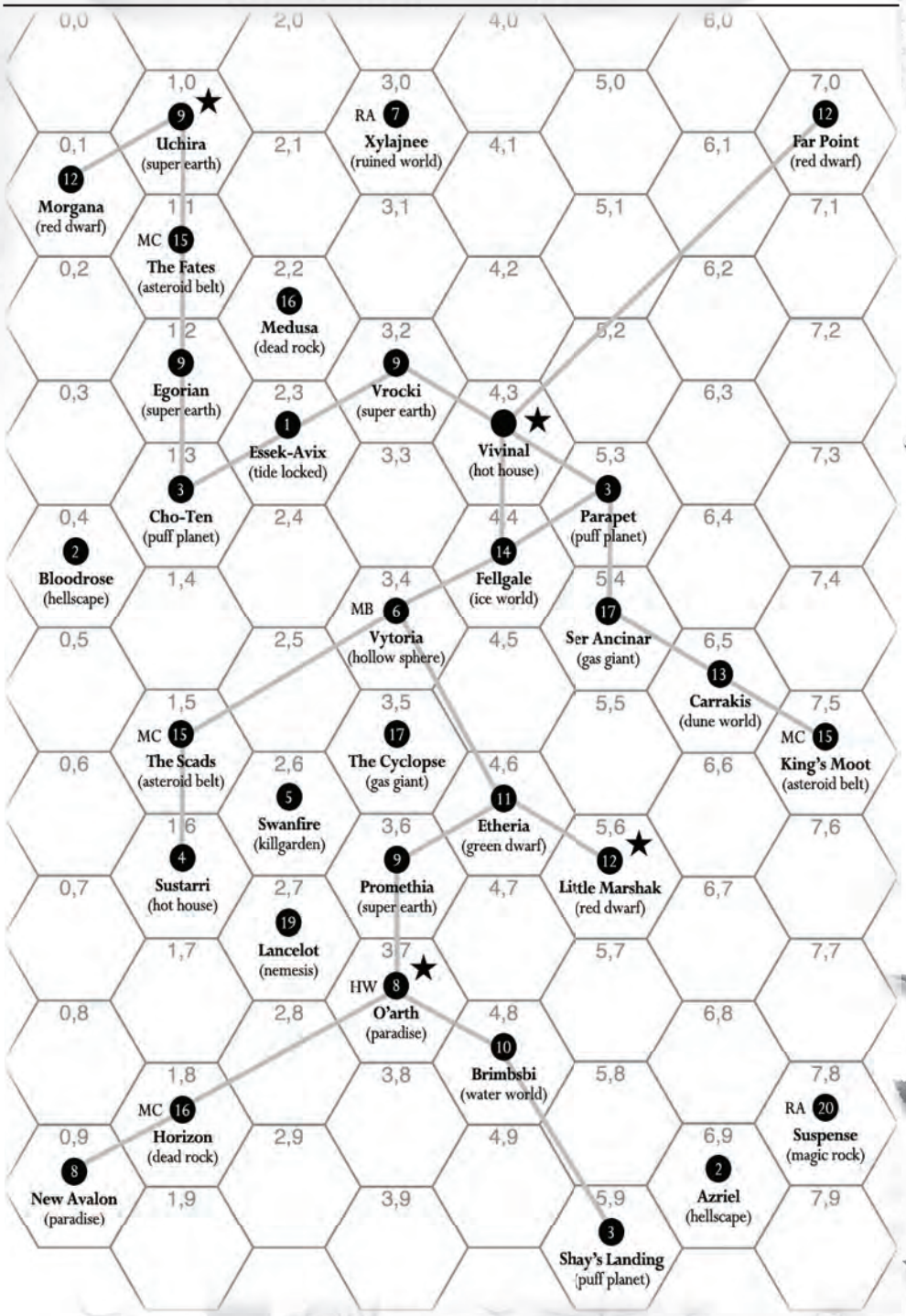


Table 11-2: List of Void Worlds

d20	Category	Description
1	Tide Locked	This small rocky world does not rotate: One side always faces sunlight and is broiling hot while the other side always faces darkness and is frigidly cold. Creatures inhabit the thin ring that marks the eternal dawn/dust border between the two sides. There is little or no air. Gravity is ¼ to 2x normal. The prospect of radiance ore often draws people to this dangerous world.
2	Hellscape	This highly volcanic world sports scalding poisonous air, earthquakes, hot springs, magma rivers, and rare islands of stability where visitors can briefly stop to catch spectacular views. Fire and earth elementals, and some fiends, thrive here. Nothing else survives for long. Due to a strong electromagnetic core, electrotech is unreliable. Gravity is ¼ to 3x normal. Radiance is likely molten.
3	Puff Planet	This looks like a tiny gas giant. It's 3x standard size but most of its heft is actually a puffy, deep atmosphere. The core is ½ standard, and at ground level, soupy air hides the sun like a thick urban smog, while very high above, clouds swirl in varied hues. The world's climate may be hot, moderate or cold, depending on its distance to the sun. The surface is a mix of rock and liquids that vary from habitable to corrosive. Colonists will settle if its temperate and safe. It has ½ standard gravity. Radiance ore varies.
4	Hot House	This world's surface is a horrifying green-house gone mad. The air is corrosive, and so hot and dense that it crushes life. Even strong metals fall apart quickly due to erosion by acid rain and powerful winds. All this said, there may be hearty plant life, rivers and seas, and this world affords underground living or cloud-level floating habitats. Gravity is normal. Radiance ore varies.
5	Killgarden	This enticing terrestrial world is perfect for plants and monsters. It may be cool with great woodlands or warm with swamps and jungles. Either way, it is highly poisonous to most animals and people. Only creatures that resist acid and poison survive more than a few days. Amount of radiance ore varies. Air and gravity are ½ to 2x normal depending on size and distance from the sun.
6	Hollow Sphere	This artificial world is usually built as a hollow sphere with magitech providing air, gravity, and heat. A cube, set of rings, or other set-up is possible. The world's interior surface provides as much living space as the outside surface, which is exposed to the Void. Either or both sides have a thin, calm atmosphere with urban or false terrain. The interior may host an artificial mini-sun.
7	Ruined World	This world was once pleasant but is now mostly paved-over by a world-spanning civilization, either extant or extinct. Smoggy air is barely breathable, and scarce water is barely potable. The land may be radioactive. Deadly diseases may linger. Electrotech (working or broken) lies everywhere. Mutants, undead, and other monsters thrive. Pockets of people struggle to survive. Air and gravity are ½ to 2x normal depending on size and distance from the sun. Radiance is likely scarce.
8	Paradise	This is a human paradise. This terrestrial world offers standard gravity, air, and temperatures. About ½ the surface is water. The land varies from steamy jungles to frigid tundra, but most of the world is temperate, with woods and plains, lakes and rivers well-suited to animals and people. It has 1 largish barren moon or 1d4 moonlets that play a stabilizing role. This is a colonist's dream. The amount of radiance varies, where more means more magic and monsters.
9	Super Earth	This large terrestrial world supports life, just not people and civilizations. Its gravity and atmosphere are 2x standard. Compared to standard, temperatures are slow to change and the terrain is flat and often easy to navigate. Weather takes time to arrive and just as long to leave. There are many earthquakes and volcanos, and electrotech is unreliable due to a strong electromagnetic core. There are 1d3 moons. Radiance may be abundant but high gravity hinders most people and makes off-world travel difficult.
10	Water World	This blue world is mostly ocean with a smattering of islands. Water and air elementals, a myriad of aquatic creatures, and aberrations ply its waters. A whole civilization may thrive beneath its waves. But mostly, everything corrodes from salt, is washed away by storms, or sinks to aphotic depths. Gravity is ½ to 2x normal. Radiance is hard to access.
11	Green Dwarf	This terrestrial oddity is small, just ½ of standard for size, gravity, and air, yet still richly life-supporting. Primitive animals and plants are notably large. Trees shoot up hundreds of feet with wide palms. Most animals fly. Insects are huge. Canyons and mountains are extreme. Weather is often mild but hits quickly and powerfully. This beautiful gem of a world is young and sadly transforms into a red dwarf later. Radiance ore varies.
12	Red Dwarf	This small dusty hunk has ½ standard size and gravity and minimal air. It was once a thriving world, with shallow seas, plant life, and possibly more dotting a varied landscape. Now, it is open to the Void, chilly and dry with red earth and pink sky. Ice caps, ruins, fossils, and other signs of past glory may remain as it dies a slow death. It's possible to terraform this world back to life.
13	Dune World	This dry, desert world is home to dunes, badlands, and the very rare lake, river or shallows. Its atmosphere is usually thin and temperatures vary from broiling to freezing from day to night. Sandstorms are deadly. The hardiest of life from an earlier, wetter era may cling to pockets of underground watery reserves or ply the arid dunes. It's possible this world was once more hospitable but suffered a severe scouring by a solar storm or such. Gravity is ½ to 2x normal. Radiance may be plentiful or rare.
14	Ice World	This is a frosty ice world. Vast ice sheets sit atop mountains of rock or simply act as a skin for warmer oceans beneath if the world's core is hot. The atmosphere is usually thin. Not all that's frozen is water ice; some is dry ice. Life may persist around hot springs, underwater and/or near the equator or volcanos. Gravity ¼ to 2x normal. Radiance ore is hard to access.
15	Asteroid Belt	This is an asteroid belt. It may be the remains of a sundered world or just be a mass of rocky seeds that never coalesced into a planet. Among thousands of asteroids, some are the size of a house while others are like small moons. Gravity varies from 0 to 1/8 standard. Asteroid belts offer mining opportunities, from copper to platinum, water to radiance. Smugglers often hide here.
16	Dead Rock	This barren world has no atmosphere and offers freezing to boiling temperatures depending on time of day and distance from its star. Craters, steep crags, and dead volcanos dot the vista. This is all it ever was or will be. Gravity is 1/8 to 2x normal. The world might host some radiance ore to mine or a crashed voidcraft to scavenge.
17	Gas Giant	This enormous gas giant offers little for people except lovely views and a center of gravity for a host of moons, some of which are their own worlds. Roll 1d6+1 times on this table to determine the major moons. The atmosphere is not breathable and its upper reaches are cold with standard pressure and possibly hospitable to aberrant flying creatures or sturdy dirigibles. Much further down, toward its tiny liquid-metal core, everything is crushed. Radiance ore is very hard to access.
18	Ice Giant	This gassy world is inhospitable to most life and too small to retain any more than dead drab moons. Weather-wise, it is frigid and very windy, the atmosphere is corrosive and poisonous, and its rain is flammable. On the positive side, it offers standard pressure and gravity at its surface, which is a stable rocky core. Only the hearty stay. Radiance ore varies.
19	Nemesis	This world keeps an unusual orbit that carries it very close and very far from the sun. For decades or centuries, it cools down and then grows frigid with the air freezing into ice. Then for just as long, it warms up and then broils while the air reforms. If it goes too far from its star, it supports no life. It may act as a disruptive interloper that endangers other nearby worlds. Gravity is ½ to 2x normal. Radiance may be plentiful or rare.
20	Magic Rock	This small airless world should be devoid of life but radiance ore is so plentiful near the surface that aberrations thrive in pockets—seeded from space or spawned from goop and snow. The result is a quixotic patchwork with small lush caves and such where monsters thrive despite the Void's breathless embrace. There may be some surface ice. Gravity is ¼ to ½ normal.

Chapter 12
People



"Even the lowliest commoner is a fount of skills, whether for manual labor, electro-craft, spell-weaving, skullduggery, or revitalizing romance."

This chapter introduces 100 new townies for use as hirelings, followers, and other NPCs. The basic townie statistics are reprinted below from RPG, page 259.

Create a Townie

You can design a townie. Start with a coherent specialization and a reason why the townie exists in a society. What is his contribution? A townie might be counter-cultural or part of a tiny sub-culture.

Select the townie's key attribute such as Strength or Charisma. If you are unsure, consider which skills the townie will rely on most and then select the attribute best keyed to those skills.

Select up to 9 points worth of abilities. Mathematically, abilities are worth points. Basic, core, and racial abilities are worth 1 point. Intermediate abilities are worth 2 points, advanced abilities are worth 4 points, and paragon abilities are worth 8 points. Also, minor awards are 1 point and major awards are 2 points. It is okay for a townie to possess a paragon ability, though most do not.

You may end up with more than 9 points worth of abilities. That's okay. Before tightening up the design, consider pitfalls you might assign to offset the excess points. A typical pitfall assigns a vow or skill penalty. For example, the ritualist townie (RPG, page 269) shoulders Triple Vows.

Typically, a townie with magic abilities gains a * by its name to indicate its higher paygrade and infrequent presence.

Townie (lvl 2)

Townies have the following statistics.

Type Person
Size Medium or Small (as a person of its race)
Alignment Usually any lawful, or neutral good.

Lore Check History DC 14
Bypass Bluff, Diplomacy or Intimidate DC 24 (or DC 19 if offered a bribe of 1 gp).

Senses Normal for person's race
Perception +1 ; Stealth +0
Languages Common plus any racial languages.
Initiative +0

Speed 30 ft (or by race)
Attack d20+3
Weapons Club (1d6), dagger (1d4, 10 ft) or longsword (1d8)
Damage +0

Armor None or studded leather ; DR 0 (or 3 in studded leather)
Wounds 8
Vitality 11
Fortitude 13, Reflex 13, Will 13

Str 11, Con 12, Dex 10, Int 10, Wis 12, Cha 11
(* A townie has a 15 for the attribute linked to his profession.)
Prime As indicated in parentheses with profession.
Skills See profession description.
Special A townie has the standard abilities of his race.

FP 1 ; Patron Deity Any (often Solari, Mithrais or Esmariah)
Multiclassing None
Treasure Mundane items worth 50 gp in the townie's home and workplace.

Townies

New environments evoke new professions. Here are new townies. Keep in mind that many of these, especially those with a * by their name, will be rare. See RPG, page 259 to learn more about townies.

1. Arachnid Mutant* (Dex)

This person is forever altered by a mutagen and can display or hide spider qualities such as spinning webs and climbing walls.

Aspect of the Spider[M]: As a move action, you can show or hide striking spider-like features. With these features, you gain a bite attack that inflicts 1 wound damage (Reflex resists). Also, you suffer a -5 penalty on Comeliness and enjoy a +3 bonus on Intimidate, Perception, and Survival checks.

Blindsense: You gain bat-like echolocation. As a move action, you emit noises that pin-point locations of creatures within 30 ft in all directions. Requires Aspect of the Spider.

Easy Fall[M]: As an immediate action, subtract 30 ft from the distance fallen when computing falling damage.

Feats of Prowess: You move with grace and power. Apply a +5 bonus on Acrobatics and Athletics checks.

Spider Climb[M]: You gain a climb speed of 30 ft for 5 minutes. While climbing, you are not defenseless and you enjoy a +5 bonus on Athletics and Acrobatics checks. Costs 1 vitality.

Web[M]: You shoot a sticky web that covers a 10-ft-square area out to 60 ft. Creatures in the webbed area are instantly held fast. Each round beginning on its turn, a stuck creature can attempt a DC 20 Acrobatics or Athletics check to move out of the web. The web remains for 5 minutes or until you dismiss it or it suffers 40 points of fire damage (10 fire damage destroys 1 5-ft-square space). Costs 2 vitality.

2. Archaeologist (Int)

An archaeologist studies artifacts, sites, and other remains to learn about prehistoric peoples and their cultures.

Analyze Site: You can evaluate a building or ruin. After 1 hour of exploring the site, roll d20 and add your Intelligence modifier. For every 5 points, you learn the true answer to 1 question about the building or ruin's purpose, construction, age, and inhabitants. Failure indicates no clear answer. You may repeat this ability 3x more on the same site, though each check requires progressively more time: 1 day, 1 month, and 1 year. Each successful check at the same site also adds a cumulative +2 bonus History checks regarding that site. Costs 2 vitality.

Explorer-Scientist Skills: You enjoy a +2 bonus on Dungeoneering, Literacy, Nature, Perception, and Survival checks.

Historian: Boost History checks by +10.

Identify: Boost Appraise checks by +5. Also, after expending 1 hour of study and 1 vitality, you determine all properties of an adjacent magic item within view. You don't need to touch it.

Light[M]: You conjure light on an unattended object that you touch. The light produces strong illumination in a 15-ft radius burst and weak illumination outward an additional 30 ft. You can dismiss the light as a swift action. You can use this ability at will but you can maintain only 1 light at a time.

Linguist: You are fluent in 3 languages of your choice.

Trap Sense: You enjoy +5 bonus on Reflex to resist attacks made by traps.

3. Ascetic Mystic* (Wis)

An ascetic mystic hews to strict vows and practices self-denial to attain spiritual discipline, which opens spigots of lasting vitality.

Bodily Purity[M]: Once per week, you can remove 1 ailment from yourself. Ailments include confusion, disease, exhaustion, fatigue, insanity, nausea, and poison. This ability does not remove taint or curses such as lycanthropy. Costs 1 vitality.

Calisthenics: Once daily after a 5-minute routine, you gain 1d4+1 vitality. This may exceed your normal maximum vitality.

Daily Enlightenment: Once daily, apply a +10 bonus to a single d20 roll. Requires Mindful Secrets and Mystic Flow.

Levitate[M]: When you concentrate as a standard action, you mentally move 1 target weighing up to 250 pounds a distance of 30 ft up or down. You can move yourself, a willing creature, or an unattended object out to a distance of 60 ft. Costs 2 vitality.

Mindful Secrets: Apply a +3 bonus on Acrobatics, Athletics, Endurance, Insight, Perception, and Religion checks.

Mystic Flow: Up to 3x daily, after 1 minute of preparation, you enter a trance during which you may use any 1 basic magic ability you know but with 0 vitality cost. Lasts as long as you concentrate as a move action each round + an additional 1d4 rounds. Each hour requires you pass a DC 15 Endurance check to continue (max. 4 hours + 1 hour per level). Making an attack roll ends the effect. Requires you know Repletion. Costs 2 vitality.

One's Natural Self: You enjoy a +3 bonus on Handle Animal, Music, and Nature checks.

Repletion[M]: By expending 1 vitality point, you do not need to eat or drink for 24 hours.

Resist Energy[M]: For 5 minutes, you or a touched ally enjoy +10 DR against 1 energy type, or +2 DR versus all energy types. Costs 1 vitality.

Spirit Charm[M]: You craft a tiny charm from bone, iron, wood or other material. Any living creature that wears the charm for more than 24 hours enjoys a +2 bonus on one skill check decided during crafting. Multiple charms with the same benefit do not stack, and a wearer is limited to 5 charms at most. If the charm is lost for more than 24 hours, the benefit is lost. The charm costs 100 gp, 1 hour, and 1 vitality to craft and has a market price of 200 gp.

Triple Vows: You hold vows of chastity, obedience, and poverty. In practice, on any day that you engage in romantic activity, act in a chaotic manner or disobey your superiors, or own more than 50 gp total in possessions, you lose your magical abilities on the next day and for 1 week thereafter.

Vow of Peace: Apply a permanent -2 penalty on attack rolls.

4. Astrologer* (Wis)

An astrologer notes the alignment of moons, planets, and stars to better understand events and maybe predict the future.

Astrological Insight[M]: Once daily, during a 1-hour astrological reading, you receive a response (yes/no/maybe/irrelevant) from your deity regarding up to 3 questions phrased in 10 words or less. Costs 3 vitality per question.

Astrology: Boost Insight checks by +2, or +10 when with persons for whom you know their birth date or age and birth place.

Augury[M]: You ask your deity for insight regarding an immediate choice you face such as whether to open a chest or enter a room. You receive an answer of weal (good fortune), woe (bad fortune), or unclear (mixed fortune). The chance you receive an answer equals 70% + 1% per level. The answer is based on the likely outcome within the next 10 minutes. Costs 2 vitality.

Star Magus: Boost History, Insight, Religion, and Warcraft checks by +4. You must know Astrology.

5. Banker* (Int)

A banker hoards gold, bills, and other forms of wealth for himself and banks, and likely offers interest-bearing loans.

Bonus Wealth: You have 2,500 gp worth of coins, gems, paper notes, property notes, and similar units of wealth.

Legal Training: Apply a +5 bonus on Literacy checks, or +10 regarding matters of law.

Masterwork Chest: You own a personalized chest worth 5,000 gp. It is for use with the Secret Chest ability. You can sell or trade it but only for 2,500 gp.

Secret Chest[M]: You can craft a magic chest costing a minimum of 5,000 gp. It holds up to 1 cubic ft of material per level. When not in use, it resides safely in an extradimensional space (in the Astral Realm) that you can call from anywhere. You can summon or stow the chest as a standard action.

6. Biographer (Wis)

A biographer interviews famous persons and adventurers and then writes and illustrates books about them.

Craft Uncanny Story: You spend 30 days (8 hours per day uninterrupted) preparing a special illustrated book about a specific person for whom you have used Insightful Interview. Anyone who reads the book of 100+ pages learns the person's complete statistics block and personal history, to an accuracy of 70% + 1% per level. The chance falls by 1% for each page less than 100, to a minimum chance of 5%. Requires you know Writer and Illustrator. Costs 5 vitality each day of work.

Illustrator: Boost Craft checks by +2, or by +10 when creating illustrations.

Insightful Interview: After a 1-hour interview with a person or other sentient creature, you learn the interviewee's statistics and personal history. The accuracy of any one detail is 70% + 1% per level, or 30% + 2% per level if the interviewee is hostile, drugged, or otherwise unwilling or not in his right mind, or if the interviewee is friendly but not a person. Interviews of hostile non-persons always fail. You can retain the information of up to 5 persons or 1 nonperson at a time. When you exceed this cap, you forget the results of 1 earlier interview of your choice. Costs 5 vitality.

Writer: Apply a +2 bonus on Literacy checks, or a +10 bonus writing fiction, nonfiction, or blends of both.



7. Boomerang (Dex)

A boomerang is highly skilled with his unusual weapon of choice, the boomerang, and uses it to great effect.

Boomerang Focus: You are proficient with the boomerang and enjoy a +1 bonus on attack rolls and +5 damage using it.

Dazing Shot: If you study a target for 3 rounds and then make a single ranged attack against it, the target must resist using Fortitude or be dazed for 1d4 rounds in addition to any damage dealt. A dazed creature cannot take actions but it can defend itself normally.

Far Shot: When you use a projectile weapon such as a bow, its range increment increases by 50% (multiply by 1½). When you use a thrown weapon, its range increment is doubled.

Improved Ranged Trip: A foe struck by your ranged weapon must resist using Reflex with a -5 penalty or be knocked to the ground, suffer 1d6 damage, and be made prone.

Light Armaments: You are proficient with light blades and Light armors such as leather.

8. Boxer (Str)

A boxer is a professional athlete who tends to compete in a ring against other boxers to win money and fame.

Athletic Pro: Boost Athletics and Endurance checks by +5.

Dazing Punch: As a swift action when you successfully use Punch, the target must resist using Fortitude or be dazed for 1 round. Costs 1 vitality.

Flurry of Punches: Instead of a single use of Punch, you may make 2 Punch attacks, each attack with a -2 penalty to your attack roll. You can direct the blows to the same foe or to 2 different foes.

Grave Body: Apply a permanent +5 bonus to Fortitude. This ability's name suggests that boxers tend to find an early grave due to wear and tear.

Head Trauma: Boxing takes it toll. Apply a -2 penalty on all Intelligence-based skill checks.

Punch: You use your fist to deliver damage as a melee weapon. An adjacent foe must resist using Reflex or suffer 1d6 damage (or 1d4 if you are Small). Apply a +1 bonus to your attack roll and add your Strength modifier to your damage roll.

Signature Boxing Move: Twice daily as a swift action, apply a +5 bonus to your next attack roll using any boxer profession ability. This reflects a particular unique tactic.

Stunning Punch: As a swift action when you succeed on an attack using Punch, the target must resist using Fortitude or be stunned for 1 round. Requires Dazing Punch. Costs 2 vitality.

Zest for Living: Boost your maximum vitality by +3 points.

9. Brains Collector* (Con)

These pawns of devious aberrations use disguises and deceit to collect brains and such for their weird masters. A few collect aberrants' organs instead.

Clean Hands[M]: You never show blood on your body or held gear regardless of exposure. Instead, the blood instantly evaporates.

False Pretense: Apply a +3 bonus on Bluff, Disguise, and Stealth checks.

Harvest Brain[M]: Your hands shift incorporeally as you reach into the body of an adjacent person's corpse and remove its brain or other organ, wrapping the organ in a tough mucosal cocoon as you do. The corpse must be dead no more than 3 rounds, or kept fresh using Preserve since within 3 rounds of death. You can attempt this on a unconscious adjacent person with less than 0 hit points, and doing so slays the person, though Will resists. Costs 1 vitality.

Hide Mind[M]: No magic ability detects you have magic abilities.

Killing Touch[M]: An adjacent foe suffers 2d6 psychic damage from your touch, or is slain outright if it is level 2 or lower.

Locate Aberration[M]: Once weekly, you learn the distance and direction to the most powerful aberration within 2 miles of you.

Preserve[M]: An adjacent hide, organ, limb or vial of blood is preserved as fresh for up to 1 day per level. Costs 1 vitality.

Simple Trade: You enjoy a +3 bonus on any 3 skills except those boosted elsewhere by this profession. Typically, you use these to make a living and keep up the pretense of normal life.

Wrongness: You are odd in appearance and habits. Apply a -3 penalty on all Charisma-based skill checks.

10. Builder (Int)

A builder manages the construction of buildings such as houses and train stations and can do much fine work.

Fine Builder: Boost Appraise, Craft, Dungeoneering, and Mechanics checks by +2, or by +10 when applied to buildings and property (RPG, page 170).

Lawful Merchant: Apply a +5 bonus on Appraise and Literacy checks.

Master Builder: When crafting a building (RPG, page 170), reduce by 10% the cost and time, or double a single factor (cost or time) but reduce the other by 25%. For example, a house normally costs 2,500 gp to build (50% of its 5,000 gp market value) and 5 weeks to build (1 week per 500 gp cost). You might reduce the cost to 2,250 gp and shave off ½ a week. Alternatively, you might double the cost to 5,000 gp and reduce the time by 10 days, or you might double the time to 10 weeks and reduce the cost to 1,875 gp.

11. Card Shark (Dex)

A card shark is an insightful gambler who uses a magical card deck to manipulate odds in his favor.

Brawler: You are proficient with Light armor, light blades, and improvised weapons.

Card Toss[M]: You throw a razor sharp card at a target within 60 ft, dealing 1d6 per 2 levels (max 5d6). The card returns to your deck after being thrown. Costs 1 vitality.

Combat Tell: When you know a target's tell, apply a +1 bonus on attacks and +2 damage against that foe. Moreover, you

enjoy a +2 bonus on saves to resist its attacks. Requires Identify Tell.

GAMBLER: Boost Trick checks by +5, or by +10 when gambling.

HEART OF THE CARDS: You enjoy a +5 bonus to Acrobatics, Arcana, Bluff, Insight, Perception, and Streetwise checks.

IDENTIFY TELL: After 1 minute observing a person you may make an Insight versus Bluff opposed check. With success, your learn his "tell", which is his key weakness. On a failure, you may not try again for 24 hours. You may know a maximum of 1 tell for every 2 levels you have. When learning a new tell in excess of your maximum, you choose which prior tell to forget. While you know a person's tell, you enjoy a +5 bonus on Insight checks against him.

PERSONALIZED DECK: You own a masterwork card deck worth 5 gp. At any time you can replace the deck with a new one of equal value, and you must do so after 52 uses of the deck. Personalizing the deck takes 5 minutes. After which, the deck acts as your implement. When you don't have at least 1 card in hand, apply a -2 penalty on attack roll's involving this profession's magic abilities.

STACKED DECK: You start each day with 3 "luck points". Any time that day you may spend 1 luck point after learning a d20 roll's result to improve the result on a point-for-point basis. Unused points are lost at the day's end. Requires Personalized Deck.

12. Cartographer* (Int)

A cartographer can assess an area for signs of life and learn the lay of the land including presence of natural hazards and magic zones.

ASSESS GRAVITY[M]: You learn the current gravity within a 30-ft cone. This may be advisable before entering a new area.

DETECT HAZARD[M]: You learn whether a natural hazard (see RPG, page 238) is ongoing or immanent within the next 1 hour within a 200 ft radius. You learn the hazard's nature on a DC 18 Nature check. The chance of success equals 70% + 1% per level. Alternatively, you can try to detect a magical zone (see RMG, page 22) within 20 ft, though the chance of success is only 30% + 2% per level and a successful DC 18 Arcana check reveals the nature of the zone. Requires you know Map. Costs 2 vitality.

DETECT LIFE[M]: You learn whether living creatures are present within a 30-ft cone. Costs 1 vitality.

LIFE SCAN: This improves Detect Life to search 2 miles around you, and you learn the direction and distance to the greatest concentration (levels) of living creatures. Takes 1 minute to activate. Costs 2 vitality.

MAP[M]: After 1 minute of concentration, you learn the topography of a 60-ft square area within 120 ft. Data includes elevation, constructions, terrain, and gravity. The chance of accuracy for each space is 70% + 1% per level. Requires Assess Gravity. Costs 2 vitality.

STUDENT OF MANY LANDS: Boost History and Nature checks by +5. You are familiar with many peoples and places.

13. Comedian* (Cha)

Beyond the name and casual humor, this joker spews potent magical barbs that disable the most serious foes.

CRUEL PRANK: Once daily, an adjacent sentient foe is dazed for 1 round by your prank or stunned for 1 round if you beat its Will. Costs 5 vitality.

CUTTING RETORT[M]: You target a sentient foe within 15 ft. You respond to its words or actions with a witty, cutting rejoinder. If you beat its Will, it suffers 1 pain damage and is dazed for 1 round. It does not need to understand your language. Costs 1 vitality.

HIDEOUS LAUGHTER[M]: A sentient creature within 30 ft falls prone and begins laughing uncontrollably for 1d4 rounds. While laughing, the target takes no actions though it can defend itself normally. Will resists if target not a person. Costs 2 vitality.

HILARIOUS JOKE: Once daily, an adjacent sentient foe is dazed for 1 round by your joke or stunned for 1 round if you beat its Will. While affected, it laughs heartily. Costs 5 vitality.

HORRID JOKE[M]: A sentient foe within 30 ft and line of hearing that shares your language suffers 1d6 pain damage per level from a truly awful joke. Will resists for ½ damage. Costs 2 vitality.

TONGUES[M]: You can understand, fluently speak, and write a single language for 10 minutes. Costs 2 vitality.

14. Constable (Wis)

A constable, also known as a bluecoat or copper piece, seeks to detect crime and keep the peace.

CONSTABLE'S CODE: You must maintain a nonchaotic alignment and follow a code. The code comes in 3 tiers when making decisions. You must first follow the laws of your town, kingdom or similar domain above all else. Secondly, you must follow the directives of patrons, alders, and persons with noble titles, with higher ranks superseding lower ranks, though not in violation of the law. Thirdly, you must seek to fulfill requests for aid from all other persons while "on duty" though you may not violate the first 2 tiers. If you violate the code 3+ times in a 1-year period, you lose access to Warrant for Arrest and Constable's Kit (below) for a probationary period of 1 year. If you also adopt a chaotic alignment as part of violating the code, the probation lasts until you revert to a lawful alignment.

CONSTABLE'S KIT: You possess 100 gp worth of special gear including a constable's blue uniform, signal whistle, truncheon (fancy club worth 1 gp), law manual, manacles, masterwork manacles, torch, a 10-ft length of silk cord, and a steel badge indicating your profession. You can blow a whistle as a move action. It can be heard clearly out to 500 ft and potentially as far as ½ mile. You can apply manacles against a stunned or otherwise willing or helpless foe as a standard action.

DAZING TRUNCHEON: As a move action, your next successful melee weapon attack using a club or great club that same round dazes your foe for 1 round in addition to other damage dealt, if any, unless Fortitude resists. You can daze up to 1 Medium or smaller target per round. Costs 1 vitality.

DUTIFUL: You enjoy a +5 bonus on saves to resist fear effects and are immune to attacks and effects that cause laugher including Hideous Laughter and Horrid Joke. You may laugh if you wish.

INTIMIDATING MIEN: Boost Intimidate checks by +5, or by +10 once daily.

KEEN SENSES: Boost Insight and Perception checks by +5.

LEGAL TRAINING: Apply a +5 bonus on Literacy checks, or +10 regarding matters of law.

PEACEKEEPER AT ARMS: You are proficient with Light armor, light blades, and clubs including the great club.

STUNNING TRUNCHEON: This improves Dazing Truncheon, such that you can use it as a swift action, or as a move action against a Large foe, or you may stun your foe for 1d4 rounds. Fortitude resists as usual. Costs 2 vitality.

WARRANT FOR ARREST: You are legally authorized to subdue and detain animals, persons, and other creatures for a period of 24 hours within city limits or for 72 hours elsewhere. Ideally, such targets have violated the law, are on suspicion of committing a crime, or have made an attack roll in your presence. After the detainment period ends, you must release the target for at least 24 hours or until the target makes an attack roll in your presence, whichever come first. While detaining a target, you must not inflict wound damage, prevent mundane speech, or withhold visits by nobles, kin or barristers.

15. Cthulhu Cultist* (Int)

A cthulhu cultist delves the mind-dizzying mysteries of aberrant monsters, maybe summoning them or even becoming one.

ABERRANT APOTHEOSIS: Every 1 year, you suffer a 1% chance per level to transform into an aberration of equal level. The transformation takes 3 days and can only be halted or reversed by Miracle or Wish. In your new form, you recall past events and allies but consider these as an aberration of your type normally would.

ABERRANT LORE: Apply a +5 bonus on Arcana, Bluff, History, Insight, and Perception checks when dealing with an aberration or recalling lore about aberrations. Also, you speak Aquan.

ABERRANT MUTATION: You show a gross physical sign typical of aberrant monsters such as fish-like eyes, animate third eye, weep-

ing phlegm pustules, villi-coated skin, or wriggling tentacles. A Disguise check may cover the sign. Otherwise, others automatically notice.

Dangerous Summons: You may improve Summon Aberrations (below) in 1 of 3 ways. You may boost your effective level by +4 after a 1-hour ritual with a success chance of 70%+1% per level. Or, you may boost your effective level by +8 after a 3-day ritual with a success chance of 10%+4% per level. Or, you may reduce the summons cost by 5 vitality after a 1-day ritual with a success chance of 30% + 2% per level. Importantly, failure means the aberrations arrive but you fail to establish control. They hunt you as prey for the spell's duration before vanishing, or until they slay you, at which time they vanish forever with your brain in hand. The ritual costs 50 gp per day in rare aquatic materials.

Forbidden Lore: You enjoy a +3 bonus on Arcana, Disguise, History, Insight, Literacy, and Perception checks.

Locate Aberration[M]: Once weekly, you learn the distance and direction to the most powerful aberration within 2 miles of you.

Mental Barrier: Permanently boost your Will by +5.

Mindlink[M]: You form a telepathic bond for 5 minutes with a sentient ally within 30 ft. Communicating is as natural and quick as normal speech. Once the bond is formed, it works over any distance. You can maintain only 1 bond at a time.

Summon Aberrations[M]: You perform a 1-minute rite to summon 1 or more aberrations such as an aboleth, braineater, illithrix or mantis. Their total levels cannot exceed your level. They hear your mental instructions out to 120 ft and seek to pervert them whenever possible. They serve you for 1 hour and then vanish. Costs 10 vitality.

Wrongness: You are odd in appearance and habits. Apply a -3 penalty on all Charisma-based skill checks.

16. Critter Keeper* (Wis)

A critter keeper collects and cares for a particular species of natural animal such as cats, dogs or monkeys.

Animal Sense Link[M]: You establish a perceptual bond for 5 minutes with a touched ally that is your favorite animal (below). Each round, you see and hear through the animal's eyes and ears as if you were in its place. You are defenseless while using this ability. Once the bond forms, it persists out to any distance. You can end the bond as a swift action and can only maintain 1 bond at a time. Costs 1 vitality.

Favorite Animal: Select 1 species of natural animal such as cats or monkeys. This is your favorite animal for the purpose of your other abilities. Also, you enjoy a +2 bonus on Insight, Nature, Perception, and Survival checks when using these skills with regard to your favorite animal. Likewise, you enjoy a +1 bonus on weapon attack and damage rolls when a favored animal is injured by a foe and either shares your space or is adjacent to you.

Handle Favorite Animals: Apply a +2 bonus on Handle Animal and Heal checks, or a +10 bonus with your favorite animal.

Loyal Pack: You gain a pack or flock of loyal 0-level natural favorite animals who serve you. Their number equals 2x your level +4. They happily inhabit and watch your properties, accompany you on missions, and use abilities on your behalf. If you lose a pet—or when you qualify for an additional pet—you can attract a new pet after 1 week. Each pet costs you 1 gp weekly in upkeep if Tiny or 4 gp if Small.

Nature's Healing Hands[M]: Your touch heals an allied animal's wound damage. The amount of wounds healed equals 1d8 + ½ your level. A creature can benefit 3x daily if it is your favorite animal, 2x daily if it is any other natural animal, and once daily if it is any other type of creature.

Speak With Animals[M]: For 5 minutes, you can ask questions and receive answers from animals. They are not necessarily cooperative or knowledgeable. The animal performs a small favor on successful DC 15 Handle Animal check. Costs 1 vitality.

17. Cutpurse (Dex)

There are few worse nemeses to adventurers, nobility, and industrialists than the quick, silent, gold-finding fingers of the lowly cut purse.

Cutpurse Skills: Apply a +3 bonus on Acrobatics, Appraise, Bluff, Disguise, Stealth, and Streetwise checks.

Eye for Wealth: You enjoy a +5 bonus on Perception checks, or +10 to notice items or persons of means (100+ gp of visible value).

Prince of Thieves: For 5 minutes, you enjoy a +20 bonus on Trick checks and ignore magic that detects lies. Costs 5 vitality.

Quick Fingers: You enjoy a +5 bonus on Trick checks, or +10 when using the pick pocket option.

Urban Fleetness: As a swift action, for 5 minutes you enjoy a +10 ft bonus to your land speed and ignore effects of difficult terrain in urban environments. Costs 1 vitality.

18. Derby Driver (Dex)

This chap competitively races electric carriages and other motorcars to win money and fame, often partnering with a derby mechanic.

Derby Charge: You can use an electric vehicle you are piloting as a bludgeoning melee weapon against creatures, vehicles, and other obstacles. Your vehicle must move at least 10 ft just prior to making an attack roll versus Reflex. The damage equals 1d6 per 10 ft covered during that move (max 10d6). At the same time, you must pass a pilot check with a DC equal to 10 + 2 per 10 ft covered against a creature or other soft obstacle or 10 + 4 per 10 ft covered against another vehicle or other solid obstacle. If you fail the check, your vehicle and the target split the damage dealt and you have a 50% chance to come to a complete stop. If you pass the check, the target suffers the full damage. Struck persons and vehicle passengers suffer 1 wound damage for each d6 dealt to their vehicle in additional to any other damage dealt. Against vehicles or obstacles, apply damage against a 5-ft square area. When you destroy 3 or 4 of a vehicle's 5-ft squares, it is disabled. When your destroy 5+ squares, it is destroyed (totaled). If a vehicle's pilot is dazed, stunned or otherwise incapacitated, it automatically crashes after 1d3 rounds and comes to a complete halt as if it suffered a failed Pilot check. Requires Master Motor-Pilot.

Electrotech: You study invisible mundane forces of nature (called immateria) such as electrics, kinetics, nucleonics, optics, and sonics. You can make checks using the Technics skill (RPG, page 177) and enjoy a +2 bonus on Mechanics and Technics checks.

Master Motor-Pilot: Boost Pilot checks by +10, or by +15 when using electric carriages. Moreover, once daily, you may add an additional +5 bonus to a single Pilot check.

Motor Mechanic: Apply a +5 bonus on Mechanics checks, or +10 when using electric carriages.

Mystique: Your vehicle makes you attractively mysterious. Boost Diplomacy checks by +2, or by +10 when inside, on or adjacent to an electric carriage.

Personal Derby: You own an electric carriage such as an "ekka" with a market price of 5,000 gp. A standard ekka holds the driver + 1 passenger, weighs ½ ton, has DR 6 with 15 hit points per 5-ft-square area, goes up to 18 miles per hour (160 ft speed) for 6 hours, and is 9 ft long x 6 ft wide x 5 ft high. See RPG, page 186 for details regarding electric carriages.

Spice Mind: On any day that you take 1 dose of desert spice, you enjoy a +10 bonus on pilot checks for the remainder of the day. Moreover, once daily you may apply a +20 bonus if you take a second dose for the day. Desert spice costs 25 gp per dose. See page RPG, 166 for details.

19. Derby Mechanic (Dex)

A derby mechanic is an engineer who fixes and improves electric carriages and other motorcars, often partnering with a derby driver.

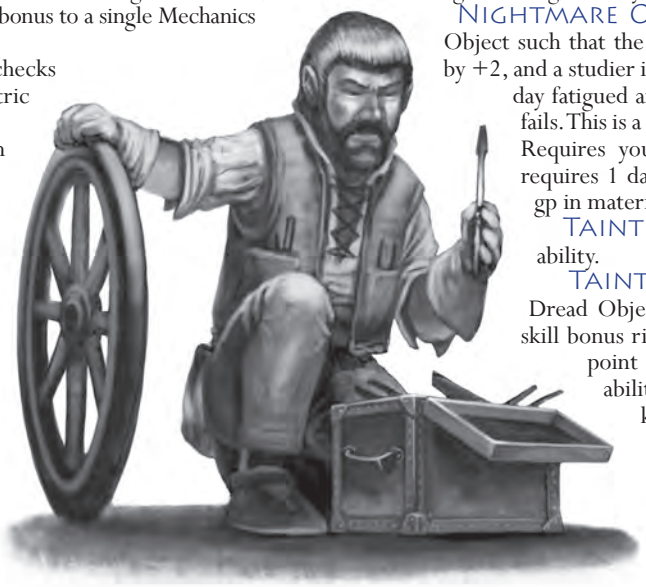
Electrotech: You study invisible mundane forces of nature (called immateria) such as electrics, kinetics, nucleonics, optics, and sonics. You can make checks using the Technics skill (RPG, page 177) and enjoy a +2 bonus on Mechanics and Technics checks.

Garage: By inheritance, gift or whatnot, you gain a garage worth 1,000 gp. The tiny structure is worth 500 gp. The contents include 500 gp worth of toolkits and vehicle materials and parts.

Master Motor Mechanic: Boost Mechanics checks by +10, or by +15 when working on electric carriages. Moreover, 1/day, you may add an additional +5 bonus to a single Mechanics check involving electric carriages.

Motor-Pilot: Boost Pilot checks by +5, or by +10 when using electric carriages.

Personal Derby: You own an electric carriage such as an "ekka" with a market price of 5,000 gp. A standard ekka holds the driver + 1 passenger, weighs ½ ton, has DR 6 with 15 hit points per 5-ft-square area, goes up to 18 miles per hour (160 ft speed) for 6 hours, and is 9 ft long x 6 ft wide x 5 ft high. See RPG, page 186 for details regarding electric carriages.



Signature Mod: You can permanently improve an electric carriage. When doing so, select 1 of the following options: +2 vehicle DR, +30 ft vehicle speed, +5 vehicle hit points per 5-ft square, or +5 damage when using Derby Charge. Alternatively, you can boost the vehicle's speed by 2x to 5x with a corresponding decrease in battery life. For example, for a 5x ekka, top velocity rises to 90 miles per hour (800 ft speed) and battery life falls to 72 minutes. Implementing the upgrade takes 1 week, access to masterwork artisan tools (RPG, page 168), and 500 gp in materials that are expended in the modification. The effect is permanent, does not stack with itself, and is non-reversible. Requires Electrotech, Master Motor Mechanic, and Motor-Pilot.

Street Merchant: Boost Appraise, Streetwise, and Trick checks by +3.

Wrongness: You are odd in appearance and habits. Apply a -3 penalty on all Charisma-based skill checks.

20. Diplomat* (Cha)

A diplomat typically represents the interests of a patron or government, though he might work as a mediator.

Convincing: For 5 minutes, you enjoy a +20 bonus on Diplomacy checks and ignore magic that detects lies. Costs 5 vitality.

Diplomat Skills: Apply a +5 bonus on History, Literacy, Nobility, and Streetwise checks.

Insightful: Boost Insight checks by +5, or by +10 once daily.

Sanctuary[M]: As a move action, the next foe that directly targets you before your next turn must resist using Will or not do so and take a different action. Your attacking ends the effect. Costs 1 vitality.

Tongues[M]: You can understand, fluently speak, and write a single language for 10 minutes. Costs 2 vitality.

Vow of Peace: Apply a permanent -2 penalty on your attack rolls.

21. Dreadcrafter* (Wis)

A dreadcrafter knows supernatural evil—aberrations, fiends, and undead—and uses books, statuettes, and such as foci, for good and ill.

Courage: Apply a +5 bonus on saves to resist fear effects. Also, you ignore the Bully and Torment abilities.

Craft Dread Object[C]: You can craft a dreadful Tiny object, be it a book, candle, skull or such. Though mundane, a person that studies it for 3+ rounds is shaken for 1 hour, or 1 round if Will resists. If a studier is 5+ levels below you, it is frightened instead, fleeing the best it can or cowering if it cannot flee. At the same time, a studier also gains a +1 bonus on skill checks related to aberrations, fiends, and undead for 1 hour. Effects of multiple dread objects do not stack. Requires you know Courage. Crafting takes 1 hour, 1 wound points of blood, and 25 gp in materials.

Dreadcraft Skills: Apply a +3 bonus on Arcana, Craft, Dungeoneering, History, Insight, Literacy, and Religion checks.

Nightmare Objects: This Improves Craft Dread Object such that the item is magical, the skill bonus rises by +2, and a studier is plagued by nightmares, starting each day fatigued and healing 0 vitality from rest, if Will fails. This is a curse effect that lasts 1 night per level. Requires you know Unspeakable Lore. Crafting requires 1 day, 5 wound points of blood, and 400 gp in materials.

Taint Immunity: You ignore the Taint ability.

Tainted Objects: This Improves Craft Dread Object such that the item is magical, the skill bonus rises by +2, and a studier gains 1 taint point if Will fails. This counts as the Taint ability and is a curse effect. Requires you know Taint Immunity. Crafting takes 4 hours, 2 wound points of blood, and 100 gp in materials.

Unspeakable Fate: If you die with an aberration, fiend, or undead within 10 ft per level and are not restored to life within 3 rounds, you must resist using Will against the strongest such creature or your soul is intercepted and devoured by it, forever lost. A Miracle or Wish restores your soul but does not restore you to life.

Unspeakable Lore: Apply a +5 bonus on Arcana, Bluff, History, Insight, and Perception checks when dealing with an aberration, fiend, or undead, or or recalling lore about such creatures. Also, you speak Abyssal, Aquan, Infernal, and Undercommon.

Wrongness: You are odd in appearance and habits. Apply a -3 penalty on all Charisma-based skill checks.

22. Dreadnought Assaulter* (Dex)

This aggressive arcane pilot rides inside a giant construct such as a dreadnought and psychically boosts the creature's power.

Armaments: You are proficient with Medium armor and also light blades and firearms.

Battle Verve: Once daily when engaged in combat you may heal 1d4+1 vitality as a move action.

Dreadnought Assaulter Skills: Boost Athletics, Intimidate, and Mechanics checks by +3.

Enhance Construct[M]: As a swift action while piloting a construct, you may grant the construct 1 of the following benefits: +10 ft land speed, +2 DR, +5 bonus to a single defense (Fortitude, Reflex, or Will), +2 bonus on attacks and +5 damage, +5 initiative, +10 on Athletics checks, +10 on Perception checks, +10 on Stealth checks, 30 ft Climb speed, 30 ft swim speed, +10 DR against 1 energy type, +2 DR against all energy types, or heal the construct 2d4 vitality. The effect lasts 1 round. Multiple effects stack if they are different. For example, +2 DR and +5 Initiative stack but one cannot get +4 DR or +10 Initiative. Costs 2 vitality.

Master Pilot: Boost Pilot checks by +2, or by +10 when piloting a construct.

Share Construct Traits[M]: When piloting a construct, you enjoy the effects of up to 2 of its defensive abilities such as Construct Traits and Magic Resistance.

War Training: You have practical knowledge of warfare. Boost Warcraft checks by +5, or by +10 once daily.

Wrongness: You are odd in appearance and habits. Apply a -3 penalty on all Charisma-based skill checks.

23. Dreadnought Defender* (Int)

This protective pilot rides inside a giant construct such as a dreadnought and assists psychically with communications and defenses.

Armaments: You are proficient with Medium armor and

also light blades and firearms.

COPILOT LINK: You enjoy a telepathic link with any 1 person with the dreadnought assaulter profession. Once formed, the bond works over any distance and lasts until he dies, at which time you suffer 1d6 vitality damage and are free to form a link with a new copilot after a 1-minute psychic ritual. While bonded, you two share thoughts and are aware at all times of each other's general condition (wound points and vitality points). You and the copilot enjoy a +5 bonus on Insight checks with each other at all times.

DEFLECTION BUBBLE[M]: As an immediate action while inside a construct, you encase it in a bubble of force energy, such that you both ignore all attacks until the end of your next turn. While protected, you both cannot move your position or make attack rolls. Costs 5, 10 or 25 vitality for a Medium, Large or Huge construct, respectively.

DREADNOUGHT DEFENDER SKILLS: Boost Acrobatics, Diplomacy, Heal, Mechanics, and Survival checks by +4.

MASTER PILOT: Boost Pilot checks by +2, or by +10 when piloting a construct.

MESSAGE[M]: You whisper a message that is clearly audible to 1 target within 90 ft. You only need line of effect, not line of sight.

REPAIR CONSTRUCT[C]: You repair 1d4 wound points per level to an adjacent construct. Costs 2 vitality.

WRONGNESS: You are odd in appearance and habits. Apply a -3 penalty on all Charisma-based skill checks.

24. Dreamwalker* (Wis)

A dreamwalker is a shaman who spies on distant locations in his dreams and even moves his physical body to visit those places.

DREAMSIGHT[M]: Once daily, you fall asleep and for 10 minutes view a location up to 10 miles away per level that you have previously visited. After that you sleep 6 more hours. Costs 2 vitality.

DREAM TRAVEL[M]: You fall asleep for 6 hours and awaken in a locale up to 100 miles away per level that you have previously visited. Whatever blocks astral travel blocks this ability. Costs 5 vitality.

RECONDUS ANIMA: This improves Dreamsight such that you may visit a destination within 2 miles that you haven't visited before but for which you specify exact coordinates. Costs 5 vitality.

SHAMANIC VOW: Select a vow such as not speaking, eating, having sex, accepting money or harming others. On days you violate the vow, you lose access to one of your magic abilities at random.

25. Dreamweaver* (Cha)

A dreamweaver is a shaman who curates a space in the Astral Realm where sleeping creatures can visit each other and play out fantasies.

DREAMWEAVER SKILLS: Boost Arcana, Insight, and Perception checks by +3.

PSYCHIC CAVE[M]: You expend 10 vitality and 1,000 gp to craft a permanent dreamscape, a 120-ft-cube astral space that has a mundane layout and decor of your choice, from a woody glen to a stately mansion. The scape has a unique truename. You may convey the truename to up to 1 ally per level. At any time, you and any such allies can expend 2 vitality to mentally visit the scape for up to 1 hour. While visiting the scape, you (or allies) are asleep, don't perceive events around you, detect when your body has been harmed, and the scape's events cannot cause you harm except by psychic damage. Returning to your physical body takes 1 round.

SENSE LINK[M]: You establish a perceptual bond with a touched or mindlinked ally for 5 minutes. Each round, you see and hear through the ally's eyes and ears as if you were in his place. You are defenseless while using this ability. Once the bond forms, it persists out to any distance. You can end the bond as a swift action and can only maintain 1 bond at a time. Costs 1 vitality.

SLEEP[M]: One person or animal within 15 ft falls asleep for 5 minutes, or is dazed for 1 round if Will resists. Apply -5 on your attack if it is above 5th level. A sleeping creature's allies can use a standard action to wake him. Costs 1 vitality.

SLUMBER[M]: This improves the Sleep ability, such that it affects up to 1 living creature per level within 30 ft. Costs 2 vitality.

26. Earth Acolyte* (Str)

An earth acolyte immerses himself in the arcane mysteries of stone and elemental earth.

EARTH ARMAMENTS: You are proficient with Medium armors such as breastplate and also heavy blades and clubs.

EARTH STANCE: You enjoy a +5 bonus to resist abilities that knock you prone or push you back.

STEEL SKIN[M]: You enjoy +3 DR for 1 hour as your skin acquires a hard, metallic sheen. Costs 2 vitality.

STOMP[M]: Creatures up to size Medium within 15 ft and in contact with the ground must resist using Reflex or fall prone. Costs 1 vitality.

STONE SHAPE[M]: You mold adjacent stone into new shapes. You affect up to 10 cubic ft + 1 cubic ft per level. You can form rocks into a stone bridge, warp a pillar to make it fall, form a hole in a wall, or so forth. Costs 2 vitality.

TREMOR[M]: This improves Stomp, such that you affect creatures up to Large size out to a distance of 30 ft, and creatures must resist using Fortitude or suffer 1d8 damage per 2 levels. Buildings in the area suffer the same damage and collapse if reduced to 0 hit points. Costs 2 vitality.

27. Eldritch Archer* (Dex)

An eldritch archer, also known as a dread shot, relies on a magic to bypass a powerful foe's natural, manufactured and magical armor.

ARCANE STRIKE[M]: Any weapon that you wield counts as magical and grants you a +1 bonus on attack rolls and +2 damage. If the weapon uses ammunition, then the ammunition is so improved.

ARCHER: You are proficient with the dagger, all bows, and Light armor such as leather.

DEADLY SHOT: Once daily as a swift action, the next target within 30 ft that you hit that round with your ranged weapon suffers +15 damage. Costs 5 vitality.

PREPARED DEEP SHOT: As a standard action, you ignore your foe's DR when resolving your next ranged attack within 1 round. Costs 2 vitality + 1 vitality as a swift action when making the shot.

SEE INVISIBILITY[M]: As a standard action, you clearly notice for 1 round any invisible or incorporeal creatures within 30 ft.

TRUE STRIKE[M]: Once daily as a move action, boost your next attack roll that round by +10. Requires Arcane Strike.

28. Enforcer* (Con)

An enforcer spots and fines people for legal violations, and can conjure an arcane sigil to hound the guilty.

CATCH THE GUILTY[M]: One person with 30 ft who is affected by Sigil of Guilt must resist using Will or be dazed for 1 round and slowed to ½ speed for 1d4 rounds thereafter. Even if the target saves, he is slowed to ½ speed for 1 round. Multiple instances of this ability do not stack on the same target. Costs 1 vitality.

ENFORCER AT ARMS: You are proficient with Light armor, light blades, and whips including the barbed whip.

ENFORCER'S CODE: You must maintain a nonchaotic alignment and follow a code. The code comes in 3 tiers when making decisions. You must first follow the laws of your town, kingdom or similar domain above all else. Secondly, you must seek to ferret out and indicate legal violations and punishments for the guilty while "on duty" though you may not violate the first tier. Thirdly, you must follow the directives of patrons, alders, and persons with noble titles, with higher ranks superseding lower ranks, though not in violation of the first two tiers. If you violate the code 3+ times in a 1-year period, you lose access to Sigil of Guilt and Enforcer's Kit (below) for a probationary period of 1 year. If you also adopt a chaotic alignment as part of violating the code, the probation lasts until you revert to a lawful alignment.

ENFORCER'S KIT: You possess 100 gp worth of special gear including an enforcer's black uniform, signal whistle, barbed whip, law manual, manacles, masterwork manacles, torch, a 10-ft length of silk cord, and a steel badge indicating your profession. You can blow

a whistle as a move action. It can be heard clearly out to 500 ft and potentially as far as ½ mile. You can apply manacles against a stunned or otherwise willing or helpless foe as a standard action.

Heightened Senses: Boost Insight and Perception checks by +5.

Hidden Pocket[M]: One adjacent garment pocket stores up to 50 pounds of nonliving gear, though the gear takes up no space, adds only 1 pound to your weight, and fits regardless of pocket size. A DC 20 Perception check reveals the pocket. You add or remove an item as a move action. You can have only 1 pocket at a time. The effect lasts 24 hours. When the magic ends, any contents fall to the floor in front of you. Costs 1 vitality.

Id Copy[M]: You conjure a crude copy of an id paper in your hand. See RPG, page 163 for details regarding id papers. The copy peels away from the original, as if by a magic trick. The copy is legible and clearly a duplicate that cannot pass muster as genuine.

Legal Immunity: You enjoy immunity to legal investigation except by nobility and you are always ensured a full court hearing before your peers when accused of a crime.

Legal Training: Apply a +5 bonus on Literacy checks, or +10 regarding matters of law.

Sigil of Guilt[M]: You curse a person within 15 ft with a glowing red indictment that floats above his head. The indictment indicates your full name, the current date and time, your jurisdiction (nation and settlement name), type of crime and its tier (minor, major, or capital), and the fine or other punishment. If the indictment shows a fine, the amount increases by 3x after 7 days and then again after 1 month, 1 year, and 7 years, after which it vanishes. Remove Curse ends the effect. This ability does not reveal facts you don't already know, and the ability fails if you indicate details that you know to be fabricated (false or spurious). A target may resist using Will if its level is 5+ levels above your own. Costs 2 vitality.

29. Ergo Master* (Int)

An ergo master commands simple constructs to raise buildings and do similar tasks. He also repairs and can subdue such constructs.

Civil Engineer: You enjoy a +2 bonus on Dungeoneering checks, or a +10 bonus on engineering related checks.

Command Construct[M]: This improves Quell Construct (below). A sentient construct is dazed 1d4 rounds if you beat its Will while affected nonsentient constructs obey your verbal commands for 5 minutes and then ignore you for 4 hours + 1 hour per level. Costs 2 vitality.

Ergo Master Skills: Boost Arcana, Craft, and Mechanics checks by +3.

Fantastic Machine[M]: You summon a level 1 ergo (RPG, page 245) within 30 ft to complete tasks for up to an hour, or a level 2 ergo for 10 minutes, or a level 5 ergo for 2 minutes. Costs 5 vitality.

Quell Construct[M]: You target 1 nonsentient construct within 30 ft. It is dazed for 5 minutes, or for 1 round if its Will resists. Typically, this affects standard ergos. Costs 1 vitality.

Repair Construct[C]: You repair 1d4 wound points per level to an adjacent construct. Costs 2 vitality.

30. Examiner* (Wis)

An examiner is trained to determine the details of a person's identity, test for truthfulness and authenticity, and craft identity cards.

Analyze Person[M]: You target a person within 30 ft and line of sight. If you beat his Will, or if you are higher level than him, then you randomly learn 5 of his statistics or abilities. You can only analyze a specific person once. Costs 2 vitality.

Authenticate ID[M]: You immediately learn whether or not a held or adjacent ID paper was created using Craft ID Paper (below). You learn no other information. If the paper is held by an unwilling creature, it may resist using Will. Costs 1 vitality.

Craft ID Paper[C]: After 10 minutes work, you conjure writing and a small portrait onto an adjacent piece of paper that acts as personal identification for an adjacent willing person. The writing may include up to 12 data points, typically the person's full name, sex, race, nationality, birthplace, birthdate, profession, noble title (if any), faction membership, and color of hair, skin, and eyes. The illustration shows the person's face in a style of a painted portrait. The face is always clearly visible in the portrait. The ID paper, once made, is also notarized with an arcane mark, which glows in the hands of the person to whom it belongs. See RPG, page 163 under ID Paper for details. With a portrait, the craft cost is 2½ gp, which includes special colored inks. Otherwise, the craft cost is 1 gp. Using this ability also requires use of an ID craft kit costing 25 gp. You may expend 1 vitality to reduce the craft time to 1 round.

Detect Lies: Boost Insight checks by +5. Also, once daily for 5 minutes, you automatically note which statements uttered in your presence are untrue. You do not learn the truth, only what is false.

Gatekeeper[M]: For up to 5 minutes, you can analyze persons according to a single criterion—any 1 specific quality of statistic—as you decide when when activating the ability. During this time, as a move action, you immediately learn (true or false) whether an adjacent person meets the criterion. For example, you learn whether a person is young adult, has a noble title, worships a particular deity, is unarmed, is below full vitality, has a 15+ Constitution, or so forth. You cannot change the criterion. Moreover, moving from your space ends the effect. A target may resist using Will if it has more levels than you. Costs 2 vitality.

31. Far Voice* (Wis)

A far voice can transmit messages across the Void between worlds as well as in the local area. He can also send and detect distress calls.

Detect Distress[M]: Up to 3x daily, you may become receptive for 5 minutes to any active Distress Call (below) within 2 miles, learning its distance and direction.

Distress Call[M]: If you wish, for 24 hours, your body transmits a generic SOS out to 200 miles heard by Detect Distress.

Far Message[M]: This improves Message to travel out to 20 miles, and you do not need line of effect. Costs 2 vitality.

Message[M]: You whisper a message that is clearly audible to 1 target within 90 ft. You only need line of effect, not line of sight.

Void Sending[M]: You send a message of 25 words or less to a willing creature that you have met before and know by name on a named world within your realm of existence. Costs 5 vitality.

32. Field Chaplain* (Wis)

A field chaplain quickly encourages, revives, and heals his allies on the battlefield through the power of faith and religious vows.

Double Vow: Select 2 vows such as not speaking, eating, accepting money, having sex, or moving more than 500 ft from a specific location. When you fail to keep either or both of the 2 vows, you lose access to your Greater Pontificate ability for 24 hours.

Field Chaplain Skills: Boost Athletics, Endurance, Heal, Insight, Religion, and Warcraft checks by +5.

First Aid: Apply a +5 bonus on Heal checks, or +10 to halt bleeding. Normally, a DC 15 Heal check stabilizes a bleeding character.

Greater Pontificate: Once daily, after 1 minute spent speaking and praying with up to 5 adjacent allies, you each heal 3d4 vitality.

Healer[M]: An adjacent ally heals 1d4 wounds. Costs 1 vitality.

Know Status[M]: You are aware at all times of the general condition (wound points and vitality points) of up to 8 allies. You must touch an ally to establish a link and begin monitoring him. You can terminate a link as a swift action.

War Priest: You are proficient with Medium armors and shields as well as all clubs, hammers, and subdual weapons.

33. Firebane (Con)

These brave individuals are charged to extinguish fires, namely in urban areas but also to manage wild fires.

Belay Flames: You quickly extinguish fires. For a Medium or smaller adjacent creature or object that suffers ongoing fire damage

(mundane or magical), you can extinguish the fire as a move action. For a Large or Huge adjacent creature or object, you can do so in 1 minute or 10 minutes, respectively, by using random materials on hand and artful firefighting methods. Normally, the time for an untrained person to extinguish a fire is 1 standard action, 5 minutes, or 1 hour, respectively. Requires Resist Fire and Firefighter Skills.

Bull's Body: Boost Athletics and Endurance checks by +10.

Diehard: When you fall below 0 wound points, you are not unconscious. Instead you are conscious and can continue to take a single move or standard action each round until you reach -10 wounds, at which time you die.

Firefighter Skills: Apply a +5 bonus on Acrobatics, Dungeoneering, Heal, and Perception checks.

Resist Fire: Apply a +5 bonus on saves to resist fire damage.

34. Flame Acolyte* (Cha)

A fire acolyte immerses himself in the arcane mysteries of heat and elemental fire.

Blades Proficiency; You are proficient with light blades and Light slashing weapons.

Burning Hands[M]: Creatures within a 15-ft cone suffer 1d4 fire damage per level (max 5d4) or ½ damage when Reflex resists. Costs 1 vitality.

Cold Weakness: You suffer x1.5 damage from cold energy. Also, you suffer ongoing fatigue (no save) while immersed in water or in an area below 32° F.

Fire Shield[M]: You conjure a weightless personal flaming 5-ft square shield that hovers in front of you and moves with you for 5 minutes. It is hot or cold flame, decided when you conjure it. Foes targeting you with melee attacks suffer 1d6 damage per 2 levels (max. 5d6) on their turn. The damage is fire or cold, respectively. Also, you enjoy DR +5 versus cold or fire attacks that target you, rather than an area. Costs 2 vitality.

Flame Blade[M]: As a swift action, your melee weapon sheds magical blue flames that inflict 1d3 fire wound damage in addition to other damage dealt until the start of your next turn. Costs 2 vitality.

Pyrotechnics[M]: You boost a normal fire into either blinding fireworks or a thick cloud of choking smoke. If you choose fireworks, creatures within 120 ft of the fire are blinded for 5 minutes if you beat their Will or 1 round if you don't. If you choose choking smoke, creatures within 15 ft of the fire suffer a -2 penalty on all d20 rolls (no save) for 5 minutes as they cough.

Resist Fire[M]: You or a touched ally enjoy +10 DR against fire damage for 1 hour. Costs 1 vitality.

Scorching Rays[M]: You target up to 4 foes within 60 ft with ruby red rays. Each foe suffers 1d6 fire damage per 2 levels (max 5d6), or ½ that amount when Reflex resists. Costs 2 vitality.

35. Frankenstein* (Int)

A frankenstein blends artifice and necromancy in an abominable profession that transforms people into undying constructs.

Abominable Construct[C]: You create a construct from a corpse of a person who died within the past 24 hours. The construct's level equals ½ your level (max level 5). The process takes 10 minutes and calls down lightning from the sky. Beforehand, you must place into the corpse a set of electrotech batteries, wires, and similar elements worth 50 gp per level. This ability grants no special control. The construct lasts 1 hour per level and then dies, turning to goo. The construct enjoys a +10 bonus on Disguise checks to not be recognized as its original self. Requires you know Call Lightning and Electrotech. Costs 5 vitality.

Call Lightning[M]: You invoke lightning upon 1 target within 120 ft to inflict 1d8 electrical damage per 2 levels (max 10d8). Fortitude resists for ½ damage except no save outdoors. Costs 2 vitality.

Electrotech: You study invisible mundane forces of nature (called immateria) such as electrics, kinetics, nucleonics, optics, and sonics. You can make checks using the Technics skill (RPG, page 177) and enjoy a +2 bonus on Mechanics and Technics checks.

Frankenstein's Monster[M]: One touched humanoid corpse immediately rises as an allied level 2 savant ergo (RPG, page 245) under your total mental control. If slain, the creature turns to dust. You can only maintain 1 such ergo at a time. Costs 5 vitality.

Frankenstein Skills: Apply a +4 bonus on Arcana, Craft, Heal, and Religion checks. Also, you speak Mechan.

Wickedly Wrong: Apply a -5 penalty on all Charisma-based skill checks. Your off-putting interests, musings, conduct, and experiments have twisted you into something unsettling.

36. Gamer (Int)

A gamer plays all sorts of non-athletic games with a board, cards, and/or dice and enjoys a strong sense of strategy.

Conjure Game[M]: You conjure up to 100 gp worth of materials needed for up to 5 players to try a game. For example, you might conjure a chess board with all its chess pieces. The materials last 4 hours + 1 hour per level, though they vanish if they go more than 15 ft from you. You can maintain 1 game set at a time. Costs 1 vitality.

Day Job: Apply a +5 bonus on 2 skills of your choice besides Bluff, Literacy, and Trick. These skills represent your expertise at a traditional job.

Game Collection: You possess 1,000 gp worth of regular and masterwork gaming gear of your choice, such as dice encrusted with small gems or chess pieces made from semi-magical wood. Whenever you make a d20 roll utilizing these items, such as making a Trick check, a result of 19 or 20 counts as a 20. Similarly, whenever you roll a 1, you may reroll the result.

Game Mastery: Boost Bluff and Trick checks by +10.

Rules Lawyer: Boost Literacy checks by +5, or by +10 regarding comprehension of written game rules.

37. Genie Initiate* (Wis)

You tap the noble magic of genies, perhaps owing to a genie ancestor or simply being in the employ of one.

Create Food and Drink[M]: You conjure food and water or wine that acts as a single meal for 3 persons, 1 mount or 1 genie. The food is delicious for your allies, foul-tasting to your foes, and bland to all others. Requires you know Genie Friend. Costs 2 vitality.

Genie Friend: Apply a +5 bonus on saves to resist elemental magic abilities and a +5 bonus on Diplomacy and Insight checks involving genies and other elemental creatures.

Genie Weapon: You are proficient with the scimitar, enjoy +2 damage with it, and counts it as a magical weapon in your hands.

Invisibility[M]: You or a touched ally turn invisible for 5 minutes or until the subject attacks, whichever comes first. Invisibility boosts Stealth checks by +10 and blocks line of sight. Costs 2 vitality.

Levitate[M]: When you concentrate as a standard action, you mentally move 1 target weighing up to 250 pounds a distance of 30 ft up or down. You can move yourself, a willing creature or an unattended object out to a distance of 60 ft. Costs 2 vitality.

Speak With Animals[M]: For 5 minutes, you can ask questions and receive answers from animals. They are not necessarily cooperative or knowledgeable. The animal performs a small favor on successful DC 15 Handle Animal check. Costs 1 vitality.

38. Grayshirt (Int)

A grayshirt is highly expert at a specific skill as well as familiar with electrotech, firearms, the the Void environment.

Electrotech: You study invisible mundane forces of nature (called immateria) such as electrics, kinetics, nucleonics, optics, and sonics. You can make checks using the Technics skill (RPG, page 177) and enjoy a +2 bonus on Mechanics and Technics checks.

Expertise: You are an expert in 1 skill such as Arcana or Mechanics. You enjoy a +10 bonus to that skill, or a +20 bonus once daily for 5 minutes. The skill need not be Intelligence based; whatever the skill, you have applied your mind to hone it.

Grayshirt Gear: You possess 1,000 gp worth of electro-

tech gear purchased at cost and personalized such that you are the only person who can activate it.

Light Combatant: You are proficient with firearms, the dagger, and either Light or Medium armor (pick one).

Secondary Skills Training: Apply a +3 bonus on Literacy checks and a +3 bonus on any other 2 skills of your choice, chosen when acquiring this profession.

Void Savvy: You are highly familiar with the Void and enjoy a +2 bonus on saves and d20 rolls made within or on voidcraft or in the Void. See Void Travel (RPG, page 236) for more information.

39. Gunsmith (Dex)

A gunsmith excels and crafting, repairing, and using firearms. He often has a fine collection.

Craft Magic Firearms[C]: You can craft magic firearms as if you possessed the Craft Magic Item ability. See RPG, pages 190-195 for rules and examples of magic firearms. Requires Gun Magic.

Drying Touch[M]: One touched wet object, mass or person weighing up to 250 pounds becomes dry. Items such as firearms that are harmed by immersion become usable again. Costs 1 vitality.

Firearms Focus: Apply a +1 bonus on attacks and +2 damage when using firearms.

Firearms Proficiency: You are proficient with firearms and enjoy a +2 bonus on Mechanics checks, or +5 to make and repair firearms.

Firearms Collection: You possess 1,000 gp worth of firearms and appropriate ammunition (see RPG, pages 156 and 160).

Gun Magic: Boost Arcana by +5, or by +10 on checks involving firearms.

Gun Tricks: Boost Trick checks by +2, or by +10 on checks involving firearms.

Gunwright: Apply a +5 bonus on Mechanics checks to craft and repair explosives, firearms, and gun ammunition. Also, when using a tinkerer's toolkit and forge, you craft these items for ½ the usual cost and time. See RPG, page 106 under Mechanics for details.

Perfect Aim: Once daily as a move action, apply a +10 bonus to your next attack roll using a firearm. Requires Firearms Focus.

40. Historian* (Int)

A historian knows the past and thus is insightful about the present and future. He can also grasp stories that lie dormant in ruins.

Greater Read Ruins: This improves Read Ruins (below) such that you see and hear the event as well as feel it to enjoy a cumulative +2 bonus on History checks. Costs 5 vitality.

Historian: Boost History checks by +10.

Historical Specialty: When taking this ability, select 1 era, faction, nation, race, religion, or other similar topic. Thereafter, for 5 minutes, you enjoy a +20 bonus on History checks regarding the topic. You also enjoy a +5 bonus on Will during that time. Costs 5 vitality.

Read Ruins[M]: Locations accumulate the psychic residue of powerful events such as battles, betrayals, marriages, murders, births, great pain, and so forth. Starting with the most recent such event and working backward in time, you sense 1 distinct event for every 10 minutes you concentrate, if any such events exist, to a maximum of 1 event per level. You learn the general nature of the event and its distance in time. For each event, you also enjoy a cumulative +1 bonus on History checks for 24 hours regarding the location. You can use this ability once each level on a given location. Costs 2 vitality.

Tireless Explorer: Boost Dungeoneering, Endurance, and Survival checks by +3.

41. Hobo (Con)

A hobo, also called a tramp or vagabond, travels widely, scrounges to survive, and may sometimes work.

Bag of Holding[M]: One adjacent small bag stores up to 500 pounds of nonliving gear, though the gear takes up no space, adds only 5 pounds to your weight, and fits regardless of the bag's size. A DC 25 Perception check reveals the bag's magical nature. You add or remove an item as a move action. You can have only 1 bag of holding at a time. The effect lasts 24 hours. When the magic ends, any contents fall to the floor below the bag. Costs 2 vitality.

Cruel Prank: Once daily, an adjacent sentient foe is dazed for 1 round by your prank or stunned for 1 round if you beat its Will. Costs 5 vitality.

Hobo Skills: You are skilled across a wide range of activities as part of surviving a variety of strange and dangerous situations. Apply a +3 bonus on Acrobatics, Appraise, Athletics, Endurance, Handle Animal, Heal, History, Insight, Intimidate, Perception, Pilot, Stealth, Streetwise, Survival, and Trick checks.

Remnant of a Past Life: Select 1 skill or basic magic ability for which you qualify from any class. If you select a skill, apply a +5 bonus on checks with that skill. Otherwise, if you select a basic magic ability, you can use it 1d4x daily. Re-roll the daily uses at the start of each day.

Scavenge: Apply a +5 bonus on Appraise, Craft, and Perception checks when searching for, evaluating, and repairing used or broken gear. This ability offers no bonuses for new equipment, nor for gems, jewels, coins or magic items except if such items are damaged or nonfunctional.

Shank and Stab: You are proficient with light blades such as the dagger.

Wrongness: You are odd in appearance and habits. Apply a -3 penalty on all Charisma-based skill checks.

42. Hypnotherapist (Wis)

A hypnotherapist is a mind-bender who relies on innate propensities of people's minds rather than magic to aid, daze, or influence.

Dazing Analysis: As a move action, you improve your next use of Hypnotize that round as you verbalize a startling analysis of the target's secrets. The target is dazed for +1 rounds. The target must understand your language. Requires Hypnotherapist Skills.

Detect Trance: You learn whether a person within 15 ft is affected by Hypnotic Gaze, Hypnotize or Hypnotic Suggestion.

Hypnotherapeutic Session: Once daily, you conduct a private session with a person for 10 minutes, after which the person recovers 2d4 vitality immediately afterward and then enjoys +2 vitality for the 2 days upon waking on the morning after the day the session occurred. You cannot conduct a session on yourself. Multiple uses of this ability do not stack. Requires Hypnotherapist Skills.

Hypnotherapist Skills: Apply a +3 bonus on Diplomacy, Heal, and Insight checks.

Hypnotic Suggestion: You touch a person who is dazed from your use of Hypnotize and phrase a task for him in 10 words or less. He does his best over 1 hour to complete the task after he recovers from the Hypnotize effect. He will not deliberately harm himself and the effect has a 50% chance to end each round that his life or his allies' lives come in danger. Multiple uses of this ability do not stack but replace earlier suggestions. Costs 2 vitality.

Hypnotize: One person within 15 ft and line of sight and hearing is dazed for 5 minutes outside combat or for 1d3 rounds in combat. Targets don't need to know your language. An attack against a hypnotized target ends the effect. Will resists. Costs 2 vitality.

43. Incubator* (Con)

Also called a surrogate, an incubator is a special person who hosts and births monsters, symbionts, and other weird offspring.

Abstinence: While incubating offspring, you must abstain from taking drugs, alcohol, and potions (except curative potions). If you intake even a single serving of any of these—or if you suffer poison wound damage—then you have a 50% chance to immediately expel any offspring (monsters, symbionts, or such) that you currently host.

Childless: Due to anatomical modifications, you cannot parent your own natural offspring. A Heal spell or similar powerful magic may negate this limitation, thereby canceling your member-

ship in this profession and restoring you to a prior profession, if any.

First Aid: Apply a +5 bonus on Heal checks, or +10 to halt bleeding. Normally, a DC 15 Heal check stabilizes a bleeding character.

Monstrous Host[M]: You can become pregnant with a living nonperson creature after a 10-minute operation. Living creatures exclude constructs and undead. The pregnancy is rapid, with the creature eagerly bursting forth from your womb.

Here are key parameters. The creature's level cannot exceed ½ your own, you must have a piece of flesh or vial of blood of the creature's type, and its alignment must be within 1 step of your own (thus, a true neutral incubator can birth creatures of any alignment). Inception also requires special materials costing 1,000 gp per creature level. The pregnancy lasts 1 day per creature level, or 1 hour per level if you agree to suffer 1 wound point per hour. The birthing lasts 1 minute per creature level and delivers 1d2 wound damage per minute. The birth also reduces you to 0 vitality. For the offspring to complete its rapid growth into adulthood, it must feed within 1 hour on a fresh corpse or equivalent amount of fresh food that has a mass comparable to its adult size. Otherwise, it dies.

You enjoy no special influence over the offspring though it starts interactions with you 2 grades better than it normally would (hostile becomes indifferent, unfriendly becomes friendly, and so forth). Remove Curse along with Remove Ailment abort the creature, as does a Heal check with a DC equal to 25 + 2x the creature's level.

Requires Mother's Womb. Costs 5 vitality.

Mother's Endurance: Boost Endurance checks by +5, or by +10 when giving birth.

Mother's Womb: All incubators have female genitalia and a womb regardless of their original and apparent sex.

Potion Host[C]: You can grow within yourself a magical plant that can be dissolved in pure water to produce a potion. In practice, you place an ability that you or an adjacent ally knows into a mundane plant seed that you implant into your womb after 2 minutes of work. The pregnancy's cost and time equal 50 gp and 1 hour for a basic ability or 300 gp and 2 hours for an intermediate ability. Birthing lasts 1 minute. The birthed offspring is alive in the same way a mundane plant is alive. Once dissolved, it becomes a potion, salve, oil, pill or similar mix (as you choose) that delivers a single-use effect to a creature or object that intakes it. You or an adjacent ally pay any vitality cost when implanting the seed. Cure Ailment aborts the plant, as does a DC 15 Heal check. See RPG page 196 for details and a list of common potions.

Preserve[M]: An adjacent hide, organ, limb or vial of blood is preserved as fresh for up to 1 day per level. Costs 1 vitality.

Symbiont Host[C]: You can grow a symbiont in your womb. Inception requires 2 minutes of work. The pregnancy lasts 1 day and costs 1,000 gp in special materials plus a piece of flesh or vial of blood from the creature specified in the symbiont's description. Birthing the symbiont takes 10 minutes and inflicts 1d4 wound damage. The symbiont's market price is 2,000 gp. Remove Symbiont or Slay Symbiont will abort the symbiont, as does a DC 20 Heal check. See the RPG, page 202 for details regarding symbionts.

Weak and Strong: Permanently reduce your maximum vitality points by 5 points (minimum 1). In exchange, permanently modify your maximum wound points by +5.

44. Innkeeper* (Wis)

An innkeeper has all the skills to make his guests feel right at home as wel as protect them from danger.

Alarm[M]: You set an alarm with a stationary square perimeter around you of up to 10 ft per level. Any creature not specified by you that crosses the perimeter evokes either an audible or silent alarm, as you desire. The alarm remains up to 24 hours or until dismissed. You can use this ability at will but may maintain only 1 alarm at a time.

Arcane Lock[M]: You add a layer of magical protection to a portal or container. You specify a password to bypass a layer. A DC 25 Athletics check or a DC 25 Mechanics check defeats 1 layer. You can maintain a number of Arcane Locks at once equal to your level.

Clean House[M]: After 1 minute's work, an indoors 30-ft cube is made clean and tidy, as if tended by a fine maid. Costs 1 vitality.

Country Cook: Once daily, you may prepare a highly nutritious meal after 10 minutes of work using a kitchen or cooking kit. Up to 5 people who eat the meal regain 1 vitality point each.

Create Food and Water[M]: You conjure simple nutritious food and water to satisfy 3 persons or 1 mount. Costs 2 vitality.

Innkeeper Skills: You enjoy a +3 bonus on Craft, Heal, History, Insight, Music, and Nobility checks.

45. Jet Guard (Dex)

A jet guard is equipped and trained to use a customized electrotech jet-pack to fly, often for combat and scouting.

Armaments: You are proficient with Light armor, light blades, and firearms.

Battle Flyer: Apply a +3 bonus on Perception, Pilot, and Warcraft checks.

Flight Focus: Boost Acrobatics, Athletics, and Pilot checks by +2, or by +5 when attempting precision flight, fly checks or other flight-related uses of those skills.

Flight Scout: When using Jet-Pack to fly, you can expend a swift action to make a single Perception check without penalty.

Hustle: As a swift action up to 1/round, you gain a bonus move action. Requires Battle Flyer and Flight Focus. Costs 1 vitality.

Jet Guard Gear: You own extra gear including a basic pack (13 gp, RPG, page 153), elven mail (400 gp), hunting rifle (400 gp) with 50 bullets (10 gp), 10 extra high-grade alchemical fuel canisters (50 gp), and a short sword (10 gp), plus a smoke bomb (70 gp) and a thunderstone (30 gp).

Jet-Pack: You gain a basic jet-pack (DR 10, 25 hp) worth 1,000 gp that only someone with this ability can use. As a standard action, you activate the jet-pack, which grants the ability to fly with a 30 ft speed for the remainder of your turn. You must end flight on a solid surface, else you fall. With each activation, roll d12: 1 = non-activation (no other effect) and 2 = stalls mid-flight (you fall). The jet-pack comes with and holds 3 canisters of low-grade alchemical solid fuel. Each canister weighs 2 pounds, costs 5 gp, and has DR 10 and 8 hp. Each activation expends 1 canister. Wearing or removing the jet-pack, or swapping in a fresh canister, takes 1 minute. The jet-pack is 8 pounds empty. You cannot wear Heavy armor with it. While in use, it is obnoxious and grants others a +5 bonus on Perception to detect you. Its electrotech elements are automatically charged by the fuel. If you lose the jet-pack, you can replace it for 400 gp and 1 week's work, or 1,000 gp and 1 day's work.

Pack Mule: Treat your Strength score as 4 points higher than normal when determining your carry capacity.

46. Jet Main (Cha)

A je main uses a customized electrotech jet-pack to fly and often inspires and supports other flyers including jet guards.

Electrotech: You study invisible mundane forces of nature (called immateria) such as electrics, kinetics, nucleonics, optics, and sonics. You can make checks using the Technics skill (RPG, page 177) and enjoy a +2 bonus on Mechanics and Technics checks.

Firearms Proficiency: You are proficient with firearms and enjoy a +2 bonus on Mechanics checks, or +5 to make and repair firearms.

First Aid: Boost Heal checks by +5, or by +10 to halt bleeding. Normally, a DC 15 Heal check stabilizes a bleeding character.

Flight Focus: Boost Acrobatics, Athletics, and Pilot checks by +2, or by +5 when attempting precision flight, fly checks or other flight-related uses of those skills.

Jet-Pack: You gain a basic jet-pack (DR 10, 25 hp) worth 1,000 gp that only someone with this ability can use. As a standard action, you activate the jet-pack, which grants the ability to fly with a 30 ft speed for the remainder of your turn. You must end flight on a solid surface, else you fall. With each activation, roll d12: 1 = non-activation (no other effect) and 2 = stalls mid-flight (you fall). The jet-pack

comes with and holds 3 canisters of low-grade alchemical solid fuel. Each canister weighs 2 pounds, costs 5 gp, and has DR 10 and 8 hp. Each activation expends 1 canister. Wearing or removing the jet-pack, or swapping in a fresh canister, takes 1 minute. The jet-pack is 8 pounds empty. You cannot wear Heavy armor with it. While in use, it is obnoxious and grants others a +5 bonus on Perception to detect you. Its electrotech elements are automatically charged by the fuel. If you lose the jet-pack, you can replace it for 400 gp and 1 week's work, or 1,000 gp and 1 day's work.

RESPECT: Boost Intimidate and Nobility checks by +5.

TECHNICS EXPERTISE: Boost your Technics checks by +5, or by +10 once per day. Requires Electrotech.

TOOLKITS: You own an artificer's lab that costs 250 gp and weighs 40 pounds. You also possess 600 go worth of other toolkits, alchemical items, and/or steamgear and electrotech.

WAR TRAINING: You have practical knowledge of warfare. Boost Warcraft checks by +5, or by +10 once daily.

47. Jet Mage* (Int)

A jet mage uses a customized electrotech jet-pack to fly and often casts spells to camouflage, protect, and support other flyers.

FEATHER FALL[M]: As an immediate action, you or 1 ally within 120 ft descends gently to the ground rather than falls. Costs 1 vitality.

JET-PACK: You gain a basic jet-pack (DR 10, 25 hp) worth 1,000 gp that only someone with this ability can use. As a standard action, you activate the jet-pack, which grants the ability to fly with a 30 ft speed for the remainder of your turn. You must end flight on a solid surface, else you fall. With each activation, roll d12: 1 = non-activation (no other effect) and 2 = stalls mid-flight (you fall). The jet-pack comes with and holds 3 canisters of low-grade alchemical solid fuel. Each canister weighs 2 pounds, costs 5 gp, and has DR 10 and 8 hp. Each activation expends 1 canister. Wearing or removing the jet-pack, or swapping in a fresh canister, takes 1 minute. The jet-pack is 8 pounds empty. You cannot wear Heavy armor with it. While in use, it is obnoxious and grants others a +5 bonus on Perception to detect you. Its electrotech elements are automatically charged by the fuel. If you lose the jet-pack, you can replace it for 400 gp and 1 week's work, or 1,000 gp and 1 day's work.

LIGHTNING BOLTS[M]: You inflict 1d6 electrical damage per level (max 10d6) to all creatures in either a 15-ft cone or along a 60-ft line, as you desire. Apply ½ damage if Reflex resists. Targets that don't resist are also dazed for 1 round. Costs 2 vitality.

MUFFLED STEPS[M]: You or a touched person ally are silent for 3 rounds, during which the subject's mouth, wielded weapons, worn gear, and handled objects make no noise. This negates any penalties to Stealth and bonuses to Perception (for foes) due to the subject's noise. Subject gains no actual Stealth bonus. Costs 1 vitality.

PROTECTION FROM ARROWS[M]: For 5 minutes, you or a touched ally enjoy DR 10 against ranged weapons. Costs 2 vitality.

RESIST ENERGY[M]: For 5 minutes, you or a touched ally enjoy +10 DR against 1 energy type, or +2 DR versus all energy types. Costs 1 vitality.

SHOCKING GRASP[M]: One adjacent foe suffers 1d6 electrical damage per level (max 5d6) and is dazed for 1 round unless Fortitude resists. Apply a +5 bonus on your attack against metal-clad foes. Costs 1 vitality.

48. Lapidary* (Dex)

A lapidary works with gems and jewelry, often crafting artistic items including clothing. He also appraises and enchants such items.

CRAFT DRAGONSTONE[C]: You can place a draconic rune on a gem. The rune corresponds to any basic magic ability, even an ability you don't know. After keeping the gem for 24 hours, its owner knows and can use that ability as long as he keeps the gem. Crafting a dragonstone takes 1 day and requires a gem worth at least 1,000 gp. The market price equals 2x the craft cost. A particular creature can benefit from a maximum of 3 dragonstones at a time.

FIRE TRAP[M]: Your touch sets a password-protected trap on a container or door. Opening the container or door without speaking the password activates the trap and causes 1d4 fire damage per 2 levels (max 5d4) to adjacent creatures, or ½ damage if Reflex resists. You can stack traps and maintain a number of traps at once equal to your level. Exceeding this limit cancels your oldest trap. Costs 1 vitality.

GEMS AND JEWELS: You own 1,000 gp worth of gems and jewelry (see RPG, page 167).

HIDDEN POCKET[M]: One worn garment pocket stores up to 10 pounds of nonliving gear that normally occupies up to 1 cubic ft, though while in the pocket, the gear takes up no space and adds only 1 pound to your weight. A DC 22 Perception check reveals the pocket. You add or remove an item as a move action. You can maintain 1 pocket at a time. The effect lasts 4 hours + 1 hour per level. When the magic ends, any contents fall to the floor in front of you. Costs 1 vitality.

LAPIDARY'S SKILLS: You enjoy a +2 bonus on Appraise, Arcana, and Craft checks, or +5 involving jewelry or +10 involving gems.

49. Lightkeeper* (Wis)

A lightkeeper reveres light and seeks illumination in all its forms. Sometimes a lie is needed to highlight the truth.

CONTINUAL LIGHT[M]: Once daily you can use Light with an enhanced effect: the light is permanent. Dispel Magic cancels the effect. This does not count toward your limit of 1 use of Light at a time.

DAYBLAST[M]: You project a luminous ray out to 90 ft that blossoms into a 15-ft-radius ball of daylight. Undead and other creatures in the area that are normally hampered by daylight suffer 1d6 fire damage per level, or ½ damage when Reflex resists. Costs 2 vitality.

DAZZLE BOLT[M]: A foe within 15 ft suffers 1d4+1 fire damage, or 5d4 fire damage if it is normally harmed by light. Costs 1 vitality.

HEAVENSIGHT[M]: You see in conditions of blinding illumination as easily as seeing in normal daylight. Heavensight is in full color.

KEEN SENSES: Boost Insight and Perception checks by +5.

LIGHT[M]: You conjure light on an unattended object that you touch. The light produces strong illumination in a 15-ft radius burst and weak illumination outward an additional 30 ft. You can use and dismiss this ability at will but you can maintain only 1 light at a time.

LUMINOUS STEP[M]: You transform into a mass of pure light and move up to 30 ft away to an open space of your choice within line of effect. After you arrive, you reform and are dazed for the rest of your turn. You can take gear weighing up to 250 pounds. Costs 2 vitality.

LUMINOUS VOWS: You foreswear the use of abilities that cause darkness, conjure or cavort with creatures with magic abilities, and accept compensation for your professional abilities. You also agree to use Continual Light once daily, if possible. Breaking these vows cancels your use of Luminous Step until you conduct a 10 gp, 1-day illuminating ritual to restore your vow.

SEE INVISIBILITY[M]: As a standard action, you clearly notice for 1 round any invisible or incorporeal creatures within 30 ft.

VOW OF PEACE: Apply a permanent -2 penalty on your attack rolls.

50. Magistrate* (Wis)

A magistrate is a judge who weighs arguments and evidence from barristers and witnesses and assigns punishments.

CONTEMPLATE IN CHAMBERS: Once daily, after contemplating in solitude for 1 hour, your level counts as 8 higher than normal when using the Geas ability (below).

DETECT LIES: Boost Insight checks by +5. Also, once daily for 5 minutes, you automatically note which statements uttered in your presence are untrue. You do not learn the truth, only what is false.

GEAS[M]: You target 1 creature within 30 ft. If it fails to resist using Will and has levels less than ½ your own, it is compelled to carry out a service or refrain from some action or course of activity, as desired by you, for up to 1 day per level. You cannot compel a creature to kill itself or perform acts that would result in certain death, but you can geas it to complete any other instructions of 25 words or less. A clever target can subvert some instructions. Each day that an affected

creature freely chooses to disobey the geas, it suffers a cumulative -2 penalty to all d20 rolls(max penalty -8). You can cancel the effect at any time. Remove Curse also ends it. Costs 5 vitality.

Legal Immunity: You enjoy immunity to legal investigation except by nobility and you are always ensured a full court hearing before your peers when accused of a crime.

Legal Training: Apply a +5 bonus on Literacy checks, or +10 regarding matters of law.

51. Magnetus* (Con)

A magnetus can mentally control metal objects, often heating, levitating, or magnetizing them, and can utilize electrotech.

Disable Electrotech[M]: You suppress an adjacent unattended electrotech device's functionality for 1d4 rounds or for up to 5 minutes so long as you concentrate as a standard action each round. A suppressed device's battery is not drained. This ability can disable adjacent electrotech traps. Requires Electrotech. Costs 2 vitality.

Electrotech: You study invisible mundane forces of nature (called immateria) such as electrics, kinetics, nucleonics, optics, and sonics. You can make checks using the Technics skill (RPG, page 177) and enjoy a +2 bonus on Mechanics and Technics checks.

Electrotize[M]: You target 1 metal-clad foe or metal item weighing up to 50 pounds within 30 ft. For 5 minutes, the metal sparks with dangerous, painful arcs of electricity. Creatures suffer 1d6 electrical damage (ignore DR) on any round they wear or touch the metal. Removing armor takes 1 minute. Costs 2 vitality.

Magnetize[M]: One target within 30 ft attracts nearby unattended metal objects. The environment is either sparse, average or rich in such objects. An affected target suffers 1d4 damage in sparse environments, or 3d6 damage or 5d8 damage in average or rich environments, respectively. Moreover, if the target fails to resist using Fortitude, modify its speed for 2 minutes by -5 ft per damage die dealt (minimum 0 ft speed). Costs 2 vitality.

Levitate Metal[M]: This improves Mentech's Hand so that you mentally move 1 metallic or metal-clad target weighing up to 1 ton a distance of 90 ft up or down. You can move the target out to a distance of 180 ft from you. The target's composition must be at least ¼ metal to move it. Unwilling targets may resist using Will. Costs 2 vitality.

Mentech's Hand[M]: You mentally move a single metallic unattended object within 30 ft weighing up to 25 pounds. You can move the object up to 30 ft in any direction. The item's composition must be at least ¼ metal to move it. Costs 1 vitality.

52. Mindkilter* (Cha)

A mindkilter can destabilize a person, inducing and removing feeblemindedness, insanity, and taint.

Cure Insanity[M]: Your touch over a 1-hour period cures 1 sentient ally of insanity. This ability ends Feeblemind effects. Requires 25 gp worth of special materials. Costs 1 vitality.

Feeblemind[M]: One sentient foe within 60 ft must resist using Will or suffer a lasting mental breakdown. It loses access to known abilities, fails to speak coherently, and suffers a -10 penalty on checks based on mental attributes. Using this ability "in reverse" or using Heal ends the effect. Costs 5 vitality.

Mindkiller Skills: Boost Bluff and Insight checks by +5.

Taint [M]: An adjacent person must resist using Will or gain 1 point of taint. When a person's taint exceeds his Wisdom score, he goes insane.

Taint Immunity: You ignore the Taint ability.

53. Miser* (Con)

A miser hoards money and other treasures while living in poverty and being stingy with others.

Bite the Coin[M]: You evaluate a touched coin as real or fake.

Fire Trap[M]: Your touch sets a password-protected trap on a container or door. Opening the container or door without speaking the password activates the trap and causes 1d4 fire damage per 2 levels to adjacent creatures, or ½ damage if Reflex resists. You can stack traps and maintain a number of traps at once equal to your level. Exceeding this limit cancels your oldest trap.

Legal Training: Apply a +5 bonus on Literacy checks, or +10 regarding matters of law.

Miser Skills: Boost Appraise, Bluff, and Disguise checks by +3. Misers often hide their true worth while quietly eyeing the value of everything around them.

Monetary Hoard: You have 5,000 gp worth of coins, bills, and other forms of easily spendable treasure.

Revitalizing Greed: Once daily after 1 minute of counting your wealth, you recover 4d6 vitality. Requires Legal Training.

Wrongness: You are odd in appearance and habits. Apply a -3 penalty on all Charisma-based skill checks.

54. Monster Sage (Int)

A monster sage, also called a xenologist, studies nonperson creatures, their biology, culture, history, language, and so forth.

Identify: Apply a +5 bonus on Appraise checks. Also, after expending 1 hour of study and 1 vitality, you determine all properties of an adjacent magic item within view. You don't need to touch it.

Linguist: You are fluent in 3 languages of your choice.

Monster Lore[M]: You share useful knowledge of monsters as a standard action. You and allies within 30 ft who hear you enjoy a +1 bonus on attacks and +5 damage for 5 minutes against 1 specific species of creature (orc, medusa, etc) within 60 ft and line of sight. Costs 5 vitality.

Monster Sage Skills: You enjoy a +2 bonus on Dungeoneering, History, Literacy, Nature, and Survival checks.

Monster Specialty: Select 1 creature type, such as aberration or undead. If you select the person type, you must select a specific race, such as dwarf or elf, other than your own. You enjoy a +5 bonus on the following 10 skills related to that creature type: Appraise, Bluff, Craft, Diplomacy, Heal, History, Music, Nobility, Perception, and Streetwise.

55. Mystic Protege* (Wis)

Through observation, literature, exercise, and art, this student of "Time Travel" explores mysterious patterns that underlie existence.

Arcane Training: Apply a +3 bonus on Arcana and Literacy checks. You can read magic scrolls. Also, you speak Draconic.

Calisthenics: Once daily after a 5-minute routine, you gain 1d4+1 vitality. This may exceed your normal maximum vitality.

Ovate of Time Travel: You glimpse esoteric patterns of existence. Once daily as a swift action, you may apply a +1d6 modifier to a single d20 roll made.

Philologist: Apply a +2 bonus on Craft, History, Insight, Literacy, and Perception checks.

Spell Secret: You learn 1 basic magic ability for which you qualify from any class. Requires Arcane Training.

Student of Time Travel: This improves Ovate of Time Travel to be usable 3x daily total. You actively study patterns of numbers, speech, motions, and such. Requires Spell Secret.

Unarmed Strike: You use your entire body including fists, feet, head and torso to deliver damage as a melee weapon. An adjacent foe must resist using Reflex or suffer 1d6 damage (or 1d4 if you are Small). Apply a +1 bonus to your attack roll and add your Strength modifier to your damage roll.

Words with Art: Boost Craft and Linguistic checks by +5.

56. Noggin (Int)

A noggin is highly adept at cobbling together temporary electrotech inventions that duplicate a variety of effects.

Craft Electrotech[C]: You can craft electrotech devices, including those described in Chapter 9 (pages 170-177). The cost includes the battery, if any, and all other materials. In general, cost and price are equivalent to magic items of a similar tier. A basic tier effect averages 1,000 gp in cost. Intermediate, advanced, and paragon tier effects cost 2,500 gp, 10,000 gp, and 25,000 gp, respectively. A

few simple items are notably cheaper. Costs stack for multiple abilities. Market price equals 2x the cost. The Technics DC equals 5 + an additional 5 points per tier. Add +10 to the DC for nucleonic items. The craft time equals 1 day per 1,000 gp cost, or 4 hours for items under 400 gp. If you fail a skill check, you must spend 2x the craft time and try the checks again.

ELECTROTECH: You study invisible mundane forces of nature (called immateria) such as electrics, kinetics, nucleonics, optics, and sonics. You can make checks using the Technics skill (RPG, page 177) and enjoy a +2 bonus on Mechanics and Technics checks.

MASTER NOGGIN^{C}: This improves Novice Noggin (below), such that you may use it up to 3x daily with a chance of success equal to 70% + 1% per level after 10 minutes of work for 5 gp in supplies and 5 vitality.

NOVICE NOGGIN^{C}: Once daily, after 1 hour of work in a lab or with an electrotech kit, you produce a electrotech device that reproduces the effect of any 1 basic magic ability for which you qualify from any class. The chance of success equals 30% + 2% per level. The device is a kludge, such that a roll of 95+ indicates horrid failure with a 5-ft blast that has inflicts 1d6 wound damage. Success indicates the device works 1x before breaking into useless junk. You are limited to 1 such device per level at a time. Costs 2 gp in supplies and 2 vitality.

TECHNICS EXPERTISE: Boost your Technics checks by +5, or by +10 once per day. Requires Electrotech.

WRONGNESS: You are odd in appearance and habits. Apply a -3 penalty on all Charisma-based skill checks.

57. Phrenologist (Int)

A phrenologist studies the brain, mind, and skull to strategically apply electrical stimulation to boost particular attributes.

MAJOR PHRENOLOGIC ANALYSIS: This improves Minor Phrenologic Analysis (below), such that after 1 hour of study you learn the person's alignment, class or classes, and theme. The chance of success for each trait equals 70% + 1% per level. Failure indicates a random false reading. You can read a particular skull 1x only. The class and theme must be ones familiar to you. Otherwise, you do not learn those traits. Costs 2 vitality.

MINOR PHRENOLOGIC ANALYSIS: After 2 minutes studying an adjacent skull, or a willing living person's skull, you learn the person's true sex, race, and Intelligence score. The race must be one familiar to you. Otherwise, you only learn the creature's type instead.

PHRENOLOGIC STIMULATION^{C}: For 1 minute, you gently apply mild electric shocks to an adjacent person's skull. The shocks inflict 1 electrical damage and grant a +2 bonus on all skill checks based on the attribute shown in the table below. The table refers to humans' brain layers and hemispheres. You adjust your treatment for persons of other races for which you are familiar.

Layer	Left Hemis.	Right Hemis.
Dorsal (neocortex)	Int	Wis
Medial (limbic)	Cha	Con
Ventral (medulla)	Dex	Str

For example, shocks to the left dorsal region grant a +2 bonus on all Intelligence-based skill checks. The boost lasts 4 hours. You cannot stimulate the same region more than once in 24 hours. Using this ability requires Technics Training with Phrenology Kit (below). Each boost expends 5 gp in special materials and costs 1 vitality.

STUDENT OF BRAIN AND MIND: Apply a +3 bonus on Literacy, Heal, and Insight checks.

TECHNICS TRAINING WITH PHRENOLOGY KIT: You study invisible mundane forces of nature (called immateria) such as electrics, kinetics, nucleonics, optics, and sonics. You can make checks using the Technics skill (RPG, page 177). Moreover, you own a special kit worth 400 gp that includes skull imaging and measuring tools plus simple electrotech devices for applying shocks when using the Phrenologic Stimulation ability.

58. Physiotherapist (Wis)

A physiotherapist quickly tunes into and improves a person's vitality and health by adjusting that person's bodily energy flow.

CALISTHENICS: Once daily after a 5-minute routine, you gain 1d4+1 vitality. This may exceed your normal maximum vitality.

HEALING SAVANT: You enjoy a +10 bonus on Heal checks.

HERBALIST: After 10 minutes of work and 5 gp worth of herbs, you can cure 1 disease, neutralize 1 poison, end infertility, or end 1 case of fatigue, blindness, deafness, nausea or confusion. A creature can benefit once daily per point of Constitution bonus (minimum 1).

PHYSIOLOGIC SESSION: Up to 4x daily, after 1 minute of strategic adjustments to an adjacent willing person's muscles and bones, the person heals 2d6 vitality. Each use costs 1 vitality.

59. Poet (Cha)

Poets use language, whether melodic or dissonant, to capture and convey major events and to inspire, revitalize, and encourage.

CRAFT POEM: You attempt to craft a minor or major poem. The craft time, materials cost, and chance of success equal 1d4 hours, 1 gp, and 70% + 1% per level, or 1d4 days, 5 gp, and 30% + 2% per level, respectively. Craft time must be leisurely and uninterrupted without attack rolls and skill checks, or you must start over. If successful, a minor poem grants 1 vitality to any sentient creature who recites it for 1 minute and passes a DC 12 Literacy check. Similarly, a major poem grants 1d4+1 vitality on a successful DC 17 literacy check after 10 minutes recitation. A reader must know the poem's language. A creature may regain up to 3 vitality daily from reading such poetry and can benefit from a poem only once ever. Anyone can make copies of your poems. Such poems, often in beautifully illustrated little books, sell for 2 gp and 10 gp respectively.

EVERYDAY ENNUI: Roll 1d6 at the start of each day. 1-2) No effect, 3-4) Lose 3 vitality, 5-6) Lose 5 vitality. The loss cannot be healed by any means for 2d12 hours.

LOVE POEM: You quickly craft and recite a romantic poem that targets 1 person within 30 ft who can hear you. The person falls madly in love with you or another person within 30 ft, as the poem specifies. Will resists. The love-struck target is friendly with overt gestures of passion. The effect lasts until the love is consummated or the target of desire is slain. If you have a belonging or piece of the target, apply a +2 bonus to your attack. This is a curse. Costs 2 vitality.

POETIC LANGUAGE: You enjoy a +2 bonus on Literacy checks, or a +10 bonus on checks involving poetry.

REVITALIZING POEM: You quickly craft and recite a poem unique to 1 sentient creature or group of up to 8 such creatures within 15 ft and hearing range. The poem typically glorifies the listener's heroic acts. The craft time equals 1 minute per creature and recitation heals 8d6 vitality for only 1 target, 1d6 vitality for each of 8 targets, or any other combination that heals 8d6 vitality. You can let some targets heal more or less. A particular creature can benefit only once daily from this ability. You cannot target yourself. Costs 5 vitality.

ROMANTIC: Apply a +5 bonus on Diplomacy checks, or +10 in romantic situations.

60. Popinjay (Cha)

A popinjay is a handsome yet prideful irritant who survives by mimicking and misleading others and/or erupting with scathing wrath.

COMELY: Boost your comeliness by +2.

CONCEITED: Due to your prideful demeanor, apply a -5 penalty on Diplomacy checks, or -10 in romantic situations.

COPY CAT^{M}: As an immediate action when you see a creature within 30 ft pass a skill check or attack roll, you declare your intent to use the number they rolled in place of the next roll you will make. You use that result on your next skill check or attack roll or until 5 minutes elapse, whichever comes first. Costs 5 vitality.

COURTLY RUSE: Boost your Bluff and Nobility checks by +5.

LESSER TONGUE^{M}: You can understand and fluently speak, but not read or write, a single language for 2 minutes. Costs 1 vitality.

VENTRILOQUISM: You can project your voice to any space

within 15 ft. Creatures that fail to resist using Will perceive your voice comes from the projected space, while those that succeed may attempt a DC 25 Perception check to learn your true location. Costs 1 vitality.

VIOLENT AMBITION: Once daily as a move action, boost your next attack roll that round by +10.

WOUNDING WORD[M]: One person within 15 ft who shares your language and can hear you must resist using Will or suffer 1 wound damage. Costs 1 vitality.

61. Psi-Tech* (Int)

A psi-tech is familiar with electrotech and can mentally control such devices virtually and from a distance, even when broken.

DOUBLE PENALTY: Controlling devices from a distance taxes you. You have 3 fewer wound points than normal for your race (minimum 1 wound point). Also, you must meditate each day for 1 hour. On days you don't you lose access to your Great Far Switch ability.

ELECTROTECH: You study invisible mundane forces of nature (called immateria) such as electrics, kinetics, nucleonics, optics, and sonics. You can make checks using the Technics skill (RPG, page 177) and enjoy a +2 bonus on Mechanics and Technics checks.

FAR SWITCH[M]: You activate or deactivate an electrotech device within 30 ft weighing up to 2 tons. You might turn off a street light or stall a vehicle. The device is unharmed by this. You do not need line of sight to the device's control switch. If the device is attended or in motion, the chance of success is only 50% + 2% per level. Costs 2 vitality.

GREAT FAR SWITCH: This improves Far Switch to affect up to 5 machines at once, 1 machine out to 120 ft, or 1 machine weighing up to 10 tons. Costs 5 vitality.

SHOCKING GRASP[M]: One adjacent foe suffers 1d6 electrical damage per level (max 5d6) and is dazed for 1 round unless Fortitude resists. Apply a +5 bonus on your attack against metal-clad foes. Costs 1 vitality.

VIRTUAL CONTROLS: This improves Virtual Hands to operate an adjacent machine even if its controls are broken, absent or otherwise inoperable (but not by Tuning Lock). Costs 2 vitality.

VIRTUAL HANDS[M]: You can operate an adjacent machine without directly touching its controls, such as tuning a radio just by looking at it, and suffer no penalty. Requires line of sight and the controls must be functional. Requires Electrotech plus Mentech's Hand or Far Switch.

62. Psychiatrist (Int)

A psychiatrist analyzes people's minds using esoteric theories and then brews and prescribes drugs in order to aid the person's psyche.

APOTHECARY[C]: You can brew drugs and poisons (RPG, page 166) for ½ their listed market price. One dose requires 1 hour of work, and you can prepare up to 10 doses in a day. Also, you can identify a drug or ingested poison after 1 minute of careful visual and olfactory inspection with an accuracy of 70% + 1% per level.

IMPRACTICAL INSIGHT: Up to 2x daily, boost an Insight check by +2d6. All other times, apply a -2 penalty on Insight checks.

PSYCHIATRY SKILLS: Boost Heal and Literacy checks by +5.

PSYCHOANALYTIC SESSION: Up to 3x daily, you conduct a private session with a person for 1 hour. The person recovers 2d10-4 vitality immediately afterward and then enjoys +3 vitality for the 2 days upon waking on the morning after the day the session occurred.

63. Psychic Sentinel* (Wis)

This observant defender listens in on others' thoughts to detect criminal activity and impending criminal intent.

DANGER SENSE: When you make an initiative check, roll 2x and take the higher of the 2 rolls.

DETECT THOUGHTS[M]: You note the presence or absence of thoughts (from conscious, sentient creatures) within a 60-ft cone. After concentrating for a second round, you learn the number of thinking minds and the Intelligence of each. After concentrating for a third round, you "hear" the current surface thoughts of 1 creature of your choice within range for 2 minutes if you beat its Will. Costs 2 vitality.

KEEN SENSES: Boost Insight and Perception checks by +5.

PSYCHIC SENTINEL: After activating this ability, you may expend a move action on any round to note the presence or absence within 30 ft of a person planning or expecting to make an attack roll or activate a damage-inducing device within the next 5 minutes. The effect lasts 1 hour. Requires Detect Thoughts and Danger Sense. Costs 5 vitality.

64. Punisher* (Str)

A punisher metes out pain and suffering on those who are found to violate the law or otherwise displease the powerful.

BLACK HOOD: You own a well-fitted signature outfit that includes a black hood. The hood grants a +10 bonus on Disguise checks to not be recognized as yourself and, being well-tailored, does not impede Perception checks.

DARK LIGHTNING WHIP[M]: You briefly evoke a lightning-like whip that lashes a living foe within 30 ft for 1d6 damage per level (max 10d6). Fortitude resists for ½ damage. Failure also dazes the target for 1 round. Costs 2 vitality.

LIGHT ARMAMENTS: You are proficient with light armor, light blades, axes, and the whip, including the barbed whip.

PERMANENTLY DISABLE[C]: You permanently maim a helpless person after 3 rounds of work. The target must be helpless over all 3 rounds or the ability fails and you must start over. Round 1 is preparation. Round 2 maims the target and inflicts 1d6 pain damage and 1d4 wound damage. Round 3 closes the wound, preventing bleeding, and dazes the target for 1 minute. Regenerate or a more powerful ability undoes the harm. This ability requires a punisher's kit worth 25 gp. With each use, select and apply 1 effect below. If you wish, you may roll 1d8 for a random effect. Each effect can only apply to a particular target once unless stated otherwise.

1) ADDLE: You ruin the forebrain through the nose, inflicting a -2 penalty on Intelligence-, Wisdom- and Charisma-based check skills. You can apply this effect up to 5x times, for a cumulative penalty.

2) BLIND: You remove 1 eye. Target suffers a -5 penalty on Perception checks and a -2 penalty on attack rolls. You can apply this effect again to pluck out the other eye, for a cumulative penalty.

3) CASTRATE: You remove the genitals, with the relevant implications. Also, the target suffers a -5 penalty on Athletics, Endurance, and Intimidate checks, and a -10 penalty on Diplomacy checks related to romance. This only works on males.

4) FRACTURE: You pummel bones, modifying the target's maximum vitality by -3 and inflicting a -2 penalty on Strength- and Dexterity-based skill checks. You can apply this effect up to 5x, though you may not reduce maximum vitality below 1.

5) HOBBLE: You cut off the front of 1 foot, reducing the subject's speed by 10 ft and inflicting a -5 penalty on Acrobatics checks. You can apply this effect a second time to hobble the other foot for a cumulative penalty.

6) RUIN: You use acid or such to scar a person's face and body, maybe cutting off the nose, granting a +2 bonus on Intimidate checks but inflicting a -10 penalty on Comeliness. This ability is usually used on female persons.

7) SILENCE: You cut out the tongue. The subject thereafter requires a standard action to speak even 5 words clearly. Also, spells and abilities that require speech suffer a -10 penalty on attack rolls, or -5 when the subject spends an extra standard action to activate it (thus, usually requiring 2 rounds to activate).

8) UNHAND: You remove a hand. This limits the person to 1-handed weapons, among other obvious disadvantages, and inflicts a -5 penalty on Strength- and Dexterity-based skill checks. You can apply this effect a second time to cut off the other hand, for a cumulative effect.

PUNISHER'S CODE: You must be true neutral, lawful neutral, or an evil alignment. If you are not, you lose access to Permanently Disable until you restore your alignment.

PUNISHER SKILLS: Apply a +3 bonus on Heal, Intimidate,

and Trick checks.

WHIP SPECIALIZATION: When using any kind of whip, apply a +2 bonus on attacks and +5 damage.

65. Rattis Mutant* (Con)

This person is forever altered by a mutagen and can display or hide rat-like qualities such as transmitting nasty diseases.

ASPECT OF THE RAT[M]: As a move action, you can show or hide striking rat-like features. With these features, you gain a bite attack that inflicts 1 wound damage (Reflex resists). Also, you suffer a -5 penalty on Comeliness and enjoy a +3 bonus on Intimidate, Perception, and Survival checks.

CONTAGION[M]: You induce a magical disease in an adjacent creature. You select the symptoms, which can vary from excessive sweating to boils to bleeding from all orifices. The disease leaves the target permanently fatigued, belays mundane healing, and inflicts 1d6 vitality damage and 1 wound damage per day until the creature is healed using Cure Ailment and Remove Curse. Costs 5 vitality.

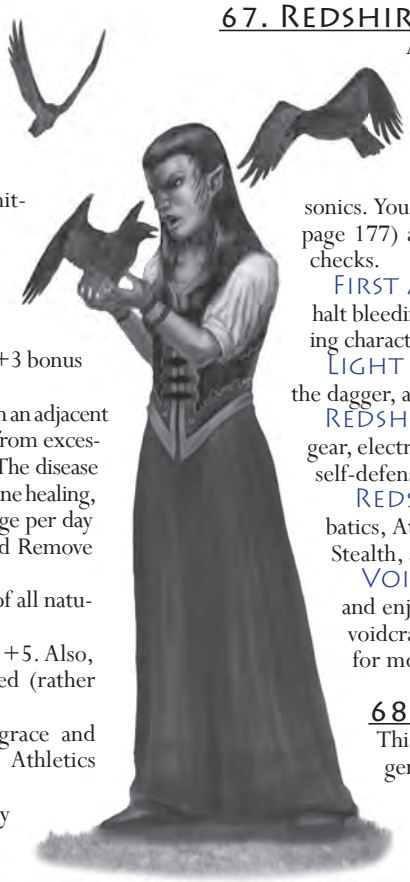
DISEASE DEFENSE: You ignore the effects of all natural diseases.

FAST CLIMBER: Boost Athletics checks by +5. Also, when climbing, you move at your normal speed (rather than ½ speed) and are not defenseless.

FEATS OF PROWESS: You move with grace and power. Apply a +5 bonus on Acrobatics and Athletics checks.

FLEET OF FOOT: Boost your land speed by +10 ft.

SEWER LORE: Boost Dungeoneering and Survival checks by +5.



66. Ravenmain* (Wis)

A ravenmain summons and communicates with birds and can transmit messages or find people using birds.

AERIAL EMPATHY: Apply a bonus on +5 Handle Animal checks, or +10 when riding or otherwise dealing with creatures that can normally fly such as bats, dragons, and griffons.

AERIAL HELPER[M]: You conjure a Tiny flying animal such as a hawk, owl or raven. It appears adjacent to you and remains for 5 minutes. It can keep watch, scout, courier notes or entertain a crowd. It can't attack. It has 2 wound points, DR 1, a fly speed of 30 ft, and Perception, Stealth and Trick modifiers of +10 + your level. Its saves and vitality equal your own. Costs 1 vitality.

EYE GOUGE[M]: One adjacent foe permanently loses an eye, suffers 1d4 wound damage, and endures a permanent -2 penalty to Perception checks if you beat its Reflex. Regenerate or Heal restores the eye. Costs 2 vitality.

FLIT[M]: As a standard action, you gain the ability to fly with a 30 ft speed for the remainder of your turn. You must end flight on a solid surface that supports you. Costs 1 vitality.

RAVEN MESSENGER[M]: You send a 25-word message via a bat, owl, raven or similar tiny flying animal that you conjure as part of the spell. You designate a location up to 25 miles away. The bird travels 250 ft per round, or 25 miles per hour for a maximum of 4 hours + 1 hour per level. The bird's flight elevation is 1 mile. It is magical, cannot make attacks, and ignores all attacks. When it arrives, it remains for up to 24 hours before vanishing to give its message to the first ravenmain it encounters there. Costs 2 vitality.

SUMMON BIRD SWARM[M]: A dark swirl vomits a mass of bats, owls, ravens or similar tiny flying animals, as you choose, that occupies a pair of adjacent 5-ft spaces within 30 ft. Living creatures in the affected spaces immediately suffer 1d4 damage per round (no save) and must resist using Fortitude or be dazed for 1 round. The swarm lasts while you concentrate + 2 rounds. Costs 2 vitality.

67. Redshirt (Con)

A redshirt is a lightly-equipped soldier who is adept with electrotech, firearms, and skills for plying the Void and strange worlds.

ELECTROTECH: You study invisible mundane forces of nature (called immateria) such as electrics, kinetics, nucleonics, optics, and sonics. You can make checks using the Technics skill (RPG, page 177) and enjoy a +2 bonus on Mechanics and Technics checks.

FIRST AID: Apply a +5 bonus on Heal checks, or +10 to halt bleeding. Normally, a DC 15 Heal check stabilizes a bleeding character.

LIGHT COMBATANT: You are proficient with firearms, the dagger, and either Light or Medium armor (pick one).

REDSHIRT GEAR: You gain 1,000 gp worth of mundane gear, electrotech, and/or potions. Typically, the gear improves self-defense and personal survival.

REDSHIRT SKILLS: You enjoy a +5 bonus on Acrobatics, Athletics, Endurance, Mechanics, Perception, Pilot, Stealth, and Survival checks.

VOID SAVVY: You are highly familiar with the Void and enjoy a +2 bonus on saves and d20 rolls made within voidcraft or in the Void. See Void Travel (RPG, page 236) for more information.

68. Regenerationist* (Wis)

This medical specialist helps regrow lost limbs and generally acts as a patient healer of injuries, disease, and other ailments.

CURE AILMENT[M]: You remove an ailment from yourself or a touched ally. Ailments include blindness, confusion, deafness, disease, exhaustion, fatigue, infertility, insanity, nausea, poison, and taint. This ability does not remove curses such as lycanthropy. Costs 2 vitality.

CURE WOUNDS[M]: One touched ally heals 1d6 wound damage per 2 levels (max 5d6) as you magically knit its flesh and bones. A creature can benefit only once daily from this ability. Costs 1 vitality.

FIRST AID: Apply a +5 bonus on Heal checks, or +10 to halt bleeding. Normally, a DC 15 Heal check stabilizes a bleeding character.

PRESERVE[M]: An adjacent hide, organ, limb or vial of blood is preserved as fresh for up to 1 day per level. Costs 1 vitality.

REGENERATE[M]: You restore 1 lost limb or organ such as an eye or arm of an adjacent ally after 1 minute of work. Costs 5 vitality.

69. Sandman* (Cha)

A sandman helps people enjoy deep sleep, often to travel the Void or to withstand diseases and other deadly ravages until a cure arrives.

FIRST AID: Apply a +5 bonus on Heal checks, or +10 to halt bleeding. Normally, a DC 15 Heal check stabilizes a bleeding character.

SLEEP[M]: One person or animal within 15 ft falls asleep for 5 minutes, or is dazed for 1 round if Will resists. Apply -5 on your attack if the target is above 5th level. A sleeping creature's allies can use a standard action to wake him. Costs 1 vitality.

STASIS[M]: An adjacent living creature falls asleep and enters a state of suspended animation, for whom time ceases to flow and its condition becomes fixed. Will resists. Nonliving creatures, and those such as elves that ignore sleep effects are immune. The creature does not age. Its body functions virtually cease, and no force or effect can harm it. Dispel Magic ends the effect. Requires a gem worth 100 gp per creature level, which is consumed when the spell is successful. Requires you know Sleep. Costs 5 vitality.

SANDMAN SKILLS: Apply a +2 bonus on Appraise, History, Nobility, Insight, and Stealth checks.

TORPOR[M]: An adjacent willing person or animal falls into a deep sleep such that his bodily processes nearly halt. The subject is cold, appears dead, and ignores effects of curses, disease, and poison.

The effect lasts 4 hours + 1 hour per level, or an equal number of days when you spend 1 minute and 10 gp per day in special alchemical materials. Waking takes 1 minute, any ignored effects resume, and the subject is nauseated for 2 minutes on a failed DC 15 Endurance check. Costs 2 vitality.

70. Siege Master* (Int)

A siege master is adept with war machines such as ballista and siege towers. He can get the best results from them.

Battle Armaments: You are proficient with Medium armors such as breastplate and also heavy blades and pole arms.

Inflammable Mantle: A touched object or building up to size Huge (typically, up to 10,000 pounds or 2,500 hit points or 30-ft cube volume) enjoys +5 DR against fire damage for 1 hour. Requires you know Resist Fire. Costs 2 vitality.

Master Warcrafter: When crafting a war machine, weapon or other item using the Warcraft skill, reduce by 25% the cost and time, or double a single factor (cost or time) but reduce the other by 50%. Requires War Mind.

Maximize Siege Damage: After 3 rounds of work on an adjacent war machine (RPG, page 173), it inflicts maximum damage on its next use. Costs 2 vitality.

Resist Fire[M]: You or a touched ally enjoy +10 DR against fire for 1 hour. Costs 1 vitality.

War Mind: You are schooled in the art of war. Boost Warcraft checks by +5, or by +10 once daily.

71. Soul Trader* (Wis)

A soul trader paralyzes people and reduces them to trinkets that are sold or drained for youth or vitality.

Drain Soul Bauble[M]: Up to 3x daily, after 1 minute handling a bauble described under Soul Bauble, you regain 1d4 wound points, 1d6 vitality, or 1d4 years of youth (min. age young adult for your race). Each use grants you or the bauble 1 taint point, as you like. This ability fails against an insane bauble. Requires Profane Lore. Using this ability is an evil act.

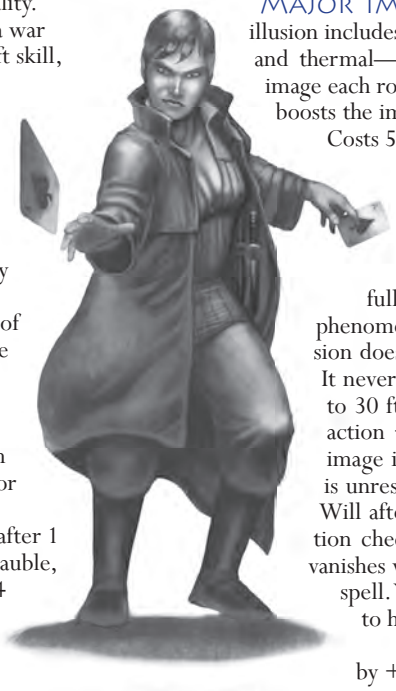
Paralyzing Touch[M]: An adjacent person is paralyzed for 2 minutes. Each round on his turn, he has a 50% chance to do 1 action on that round only. Otherwise, he is helpless that round. After suffering wound damage or after 3 successful tries, the paralysis ends. Reflex resists. Costs 2 vitality.

Profane Lore: Apply a +5 bonus on Arcana, Bluff, History, Insight, and Perception checks when dealing with a fiend or recalling lore about fiends. Also, you speak Abyssal and Infernal and have a permanent fiendish sigil on your body.

Soul Bauble[M]: After 1 minute of work and 5 vitality, an adjacent grappled or helpless person is permanently reduced to a Tiny bauble. The bauble is DR 5 with hit points equal to the person's original wound points. The bauble retains the person's facial features and overall likeness and is easily recognized as itself. The person can see and hear but does not need to breathe, eat or sleep. It does not age. It cannot move or take any actions except to speak. Each month that a creature remains in this form, it must resist using Will or gain 1 taint point. When a person's taint exceeds his Wisdom score, he goes insane. Means to ignore or remove taint work normally on the bauble, though Taint Immunity has a chance of success equal to 70% + 1% per level of the person. Miracle or Wish reverses the effect, as does another use of this ability. Requires Profane Lore.

72. Stage Illusionist* (Cha)

A stage illusionist conjures and shapes a highly convincing audio and visual display that fools the senses and entertains.



Detect Fears and Desires: Boost Diplomacy and Insight checks by +5. You sense and leverage people's hidden issues.

Detect Illusion[M]: You learn whether an illusion or invisibility effect is present or absent within a 15-ft cone. A second scan of the same area reveals an exact location (within 5 ft). Costs 1 vitality.

Disguise Self[M]: Your surface traits—hair color, garment style, gender, voice pitch, etc—transmute to grant you a +10 bonus on Disguise checks for 1 hour. You can grow or shrink 1 ft and modify your Comeliness by +/- 5 points. Costs 1 vitality.

Illusionist[M]: You may conjure 4 torch-like orbs, 1 humanoid apparition, 4 voices, 1 loud animal or machine noise, or a series of amusing stage tricks. The effects last 5 minutes, must remain within 30 ft, and do not cause damage or require a save, though they might fool the unwary.

Major Image[M]: This improves Minor Image, such that the illusion includes full sound (including music and speech) plus smell and thermal—but not tactile—effects. Also, you can move the image each round within the spell's bounds as a move action. This boosts the image's Perception DC to 25 or to 30 if you move it. Costs 5 vitality.

Minor Image[M]: This improves Silent Image to include sound, boosting the image's Perception DC to 20, though it cannot produce music or coherent speech. Costs +1 vitality.

Silent Image[M]: You conjure a full-color visual illusion of a single object, creature or phenomenon (fire, etc) in an unoccupied space. The illusion does not create sound, smell, texture or temperature. It never causes damage. It occupies a single 10-ft cube out to 30 ft away for as long as you concentrate as a standard action + an additional 1d4 rounds (max 5 minutes). The image is static or moves in a repetitive 3-round loop that is unresponsive to interaction. A creature may resist using Will after touching the image or beating a DC 15 Perception check by studying it as a standard action. The image vanishes when Will succeeds or when struck by a weapon or spell. You can use Trick as a move action without penalty to hide use of this ability. Costs 2 vitality.

Stage Magic: Boost Trick checks by +5, or by +10 while performing mundane stage tricks.

73. Street Hustler (Cha)

A street hustler is a would-be prince of alleyways, cafes, and other urban spots. He takes advantage of the lonely and unwary.

Hustler Skills: Apply a +3 bonus on Acrobatics, Athletics, Bluff, History, Intimidate, Nobility, Music, Stealth, and Trick checks.

Prince of the Streets: For 5 minutes, you enjoy a +20 bonus on Streetwise checks and ignore magic that detects lies. Costs 5 vitality.

Romantic: Apply a +5 bonus on Diplomacy checks, or +10 in romantic situations.

Street Savvy: You enjoy a +5 bonus on Streetwise checks, or a +10 bonus once daily.

Sudden Talent: Once daily you may know any 1 basic ability for which you qualify for 1 hour after 10 minutes of preparation. Typical abilities include Charm Person, Dodge, Illusionist, Invisible Step, and such.

Uncouth: With time, you are perceived as low class, slightly unstable, and untrustworthy. After 10 minutes of interaction with a person, or 4 nonconsecutive total hours, you suffer a permanent -5 penalty on Bluff, Diplomacy, and Nobility checks with that person.

74. Swag (Con)

A swag brews and sells drugs and poisons, often outside the law. His keen senses and medicinal dabbling leave him on edge.

Acuity: Once daily, boost an Insight or Perception check by +10.

Apothecary[C]: You can brew drugs and poisons (RPG, page 166) for ½ their listed market price. One dose requires 1 hour of

work, and you can prepare up to 10 doses in a day. Also, you can identify a drug or ingested poison after 1 minute of careful visual and olfactory inspection with an accuracy of 70% + 1% per level.

CROWD BLEND: Boost Stealth checks by +2, or by +10 to vanish into a crowd.

HIDDEN POCKET[M]: One worn garment pocket stores up to 10 pounds of nonliving gear that normally occupies up to 1 cubic ft, though in the pocket it occupies no space and weighs only 1 pound. A DC 22 Perception check reveals the pocket. You add or remove an item as a move action. You can maintain 1 pocket at a time. The effect lasts 4 hours + 1 hour per level. When the magic ends, any contents fall to the floor in front of you. Costs 1 vitality.

MERCHANT SECRETS: You can trade illegal items found in your local area in 1d4 days without effort or danger when you pay a 10% transaction fee.

PRESERVE[M]: An adjacent hide, organ, limb or vial of blood is preserved as fresh for up to 1 day per level. Costs 1 vitality.

STASH: You have 1,000 gp worth of drugs and poisons (see RPG, page 166 for details).

STREET BLADE: You are proficient with light blades and enjoy a +2 damage bonus when using such weapons.

STREET SMARTS: Boost Insight and Streetwise checks by +5.

TWEAKED: Street life with drugs has caught up with you. You have 1 less wound point, 1 less vitality point, and suffer a -2 penalty on Comeliness.

URBAN FLEETNESS: As a swift action, for 5 minutes you enjoy a +10 ft bonus to your land speed and ignore effects of difficult terrain in urban environments. Costs 1 vitality.

75. Tattoo Artist* (Dex)

A tattoo artist inscribes mundane, magical, and electrotech runes, sigils, and tattoos to grant people power boosts and even new abilities.

ELECTROTECH: You study invisible mundane forces of nature (called immateria) such as electrics, kinetics, nucleonics, optics, and sonics. You can make checks using the Technics skill (RPG, page 177) and enjoy a +2 bonus on Mechanics and Technics checks.

ERASE TATTOO[M]: You target 1 tattoo on a creature or hide within 30 ft and line of sight. The tattoo vanishes for 5 minutes, or 1 round if the target creature resists using Will. Alternatively, an adjacent ally may choose to have the tattoo permanently erased. You can catch and save the ink of such erased tattoos in a bottle. The ink is worth 1/4 the value of the original tattoo and may be used to make a different tattoo on that person or another person. Costs 1 vitality.

SCRIBE DRAGON-RUNE TATTOO[C]: You can ink a tattoo of a Draconic rune on a person. The rune corresponds to any basic magic ability, even an ability you don't know. After sporting the rune for 24 hours, its owner knows and can use that ability as long as he keeps the tattoo. Crafting a dragon rune tattoo takes 1 day and requires a gem worth at least 1,000 gp that is crushed and mixed into the ink. The market price equals 2x the craft cost. A particular creature can benefit from a maximum of 3 dragon-rune tattoos at a time.

SCRIBE ELECTROTECH TATTOO[C]: You can ink a tattoo that follows the logic of an electric circuit and imbue it with electrical energy. You automatically gain the tattoo for free, and inking it on others costs 2,000 gp per person. You or a person with this tattoo can emit electrical energy in a skillful way that recharges or even directly motivates (activates and runs) an electrotech device within 15 ft. Once daily, the person may expend 2 vitality to build up in himself a reserve of 2 energy points per level. He may expend the points all at once or gradually over the day. He can even target a creature within 15 ft to inflict 1d6 electrical damage per energy point (max 5d6). Fortitude resists for ½ damage. Requires Electrotech.

TATTOO ARTIST[C]: You enjoy a +5 bonus Craft checks to ink tattoos. Also, you can ink magical tattoos. A person can benefit from up to 1 magical tattoo per 4 levels (round down). Inking a magical tattoo takes 4 hours, costs 500 gp in inks, and grants the recipient a permanent +2 bonus on attack rolls when using 1 specific ability selected at the time of inking. You can boost a particular ability only once.

76. Tax Collector* (Wis)

A tax collector relies on magic to accurately determine a person's income, wealth, and tax obligations.

APPRAISE WEALTH: For 5 minutes, you enjoy a +20 bonus on Appraise checks and ignore magic that alters your memory. Costs 5 vitality.

KNOW INCOME[M]: You immediately learn an adjacent person's income to within 1 gp for the previous 1 month or 1 year, as desired. If Will resists, you learn "no result". Costs 2 vitality.

LEGAL IMMUNITY: You enjoy immunity to legal investigation except by nobility and you are always ensured a full court hearing before your peers when accused of a crime.

LEGAL TRAINING: Apply a +5 bonus on Literacy checks, or +10 regarding matters of law.

MENTAL BARRIER: Permanently boost your Will by +5.

TAX COLLECTOR SKILLS: Apply a +3 bonus on Insight, Perception, and Nobility checks.

77. Temporal Agent* (Cha)

A temporal agent is sensitive to time portals, time travelers, and time shifts. He can even communicate across time itself.

ANALYZE TIME CONDUIT[M]: You focus on an adjacent time conduit and learn what time (second, minute, day, month, year) it leads to, whether it is stable, and whether it is currently passable. Requires Detect Time Conduit. Costs 2 vitality.

DETECT TIME CONDUIT[M]: You learn whether an invisible time conduit is present within a 30-ft cone. If you scan the area again, you learn the exact space in which the conduit lies. Each conduit leads to the same location but a different time, past or future.

TEMPORAL CODE: You are sworn to honor 3 rules: 1) Do not share time-related knowledge, particularly of the future. 2) Do not visit another time period in which you are alive. 3) Maintain your cover at all costs, even with other temporal agents if possible. If you break the code, the next day you lose your use of Detect Time Conduit and Time Sense until you conduct a 100-gp, 3-day ritual to restore your code.

TEMPORAL SENDING[M]: You send a one-way message of 25 words or less to a willing person that you have met before and know by name on the same world and in any time period. You cannot send to yourself in another time. Costs 5 vitality.

TIME HOP[M]: You vanish and move to a time period up to 1 round per level in the future, as decided when you hop. You arrive in the nearest open space as if no time has passed for you. Costs 2 vitality.

TIME SENSE[M]: You always know the time to the correct year, month, day, hour, minute, and second. Moreover, once daily as a swift action you can move yourself up by +5 in the order of initiative.

TIME TRAVELER: Apply a +2 bonus on Bluff, Disguise, History, Stealth, and Survival checks.

78. Temporal Mercane* (Cha)

A temporal mercane reaches daily across the gulfs of time to negotiate for knowledge and trade for unusual goods.

CHRONOMANCY: Boost Arcana, Diplomacy, and History checks by +3.

DROP BOX[M]: You place an item in a masterwork box that costs 100 gp, or 1,000 gp for Large or Huge items. You then send the box on a 1 way trip up to 100 years per level into the past or future. Requires you know Chronomancy or Detect Drop Box. Costs 2 vitality.

HAGGLE: You enjoy a +5 bonus on Appraise checks and a 10% discount when purchasing mundane items in a marketplace.

TEMPORAL ALLIES: This improves Time Tap to grant a +5 bonus on Diplomacy checks and 1 more daily use.

TEMPORAL MERCHANT: This improves Time Tap such that you may gain up to 500 gp per level, or 2x that amount up to 1/week, on a successful DC 25 Diplomacy check. Also, you can use Time Tap +1 times daily but that use is only to engage in trade.

TIME TAP[M]: Once daily for 5 minutes you may magically interact with 1 of many merchants in roughly the same place but another time to gain lore or trade items. This occurs using a 2-ft-square tem-

poral window that passes voices and nonliving objects. On a successful DC 13 Diplomacy check you may a) try an Intelligence-based skill check with a +10 bonus, or b) trade up to 100 gp per level of any non-living gear of equal value. Alternatively, you enjoy a +5 bonus and trade up to 50 gp per level. This ability cannot contact a specific person. At each level, you can trade goods up to 3x. The chance of successfully opening a window is 70% + 1% per level in urban areas or ruins, and 30% + 2% per level in wilderness areas. Costs 2 vitality.

79. Temporal Scholar* (Int)

A temporal scholar reaches daily across the gulfs of time to negotiate for knowledge and claims to know the full span of history.

Chronomancy: Boost Arcana, Diplomacy, and History checks by +3.

Future History: Once weekly, you may try a History check regarding future historical events. Due to history's shifting nature, even if you pass the check, the chance of accurate information equals 50% + 2% per level. Requires Time Traveler or Time Tap. A result of 90% or above gives a wildly inaccurate but plausible result.

Historian: Boost History checks by +10.

Scholarly: Boost Literacy checks by +5, or by +10 once daily.

Temporal Sage: This improves Time Tap such that you may attempt 2 skill checks during the tap, and you can use it +1 times daily but that use is only to make skill checks.

Time Tap[M]: Once daily for 5 minutes you may magically interact with 1 of many merchants in roughly the same place but another time to gain lore or trade items. This occurs using a 2-ft-square temporal window that passes voices and nonliving objects. On a successful DC 13 Diplomacy check you may a) try an Intelligence-based skill check with a +10 bonus, or b) trade up to 100 gp per level of any non-living gear of equal value. Alternatively, you enjoy a +5 bonus and trade up to 50 gp per level. This ability cannot contact a specific person. At each level, you can trade goods up to 3x. The chance of successfully opening a window is 70% + 1% per level in urban areas or ruins, and 30% + 2% per level in wilderness areas. Costs 2 vitality.

80. Theosophist* (Wis)

A theosophist is a religious seeker who transcended the flesh to ascend to a higher state where he ignores aging and needs for food.

Bonus Skills: You enjoy a +5 bonus on any 2 skills.

Eternal Life and Youth[M]: You are always a young adult. You do not gain the usual benefits or suffer the hindrances of aging. Nor do you die due to natural causes when your time is up. You can still die due to violence or other means. If you acquire this profession when not a young adult, then remove all effects of aging as you become a young adult.

Mindlink[M]: You form a telepathic bond for 5 minutes with a sentient ally within 30 ft. Communicating is as natural and quick as normal speech. Once the bond is formed, it works over any distance. You can maintain only 1 bond at a time.

Moral Restraint: You are modest in your dress and actions such that you do not indulge in mind-altering drugs, potions (other than healing potions), alcohol, nakedness (beyond the display of hands, feet, and face) or intimate relations outside marriage. You do not approve of such indulgences by others. On any given day that you violate these restraints, you suffer for 24 hours such that you cannot use Mindlink and you lose the benefits of Eternal Life and Youth though you still do not die of old age.

Repletion[M]: By expending 1 vitality point, you do not need to eat or drink for 24 hours.

Theosophist Skills: Apply a +2 bonus on Arcana, Athletics, Endurance, Insight, and Religion checks.

81. Titan Touched* (Con)

A titan touched is the heir of heroic energy, often from a powerful adventuring ancestor but sometimes due to unusual birth.

Absorb Attack[M]: As an immediate action you ignore 1 attack. You declare this ability after you are targeted but before you know the result. If the attack would have succeeded, you are hit but but suffer no damage or other effect. Costs 2 vitality.

Endure Elements[M]: You ignore effects of extreme temperature. You can exist comfortably in conditions between -40° and 140° F without harm. Your gear is also protected. This ability is continuously in effect even when you are unconscious.

Hide Wounds[M]: When you suffer wound damage, you do not show any visible signs of damage. Only a DC 25 Heal check reveals the truth. Moreover, you do not bleed when reduced to negative hit points.

Inherited Powers: Select 1 class. Every titan touched has either 2 intermediate abilities, or 4 basic abilities, or 1 intermediate and 2 basic abilities from that 1 class. For example, you might have Detect Thoughts and Id Insinuation from the psion class, or Darkness and Shadow Step from the shadowcaster class, or Swim and Water Breathing from the elementalist class, or Web and Spider Climb from the warlock class. Assume you have the minimum attribute score necessary to use the selected abilities.

Knock Back[M]: As a move action while using Superior Visage (below), you augment your next slam attack that round. If your slam hits, the target is knocked back 1d4 x 5 ft in addition to any damage dealt. Costs 1 vitality.

Superior Visage[M]: As a swift action, for 5 minutes you transform into a tough, supernatural form. You look like a superior version of yourself: more handsome, smarter, and so forth. While transformed, you enjoy a +10 ft speed and +2 DR. Also, you gain a slam attack that delivers 1d6 damage to an adjacent foe when you beat its Fortitude. Add your prime attribute modifier to the damage dealt. Costs 1 vitality.

Titan-Touched Weakness: You suffer a weakness to, or dependence on, a very rare substance. Finding a meaningful quantity of this substance requires a successful Dungeoneering check after 1d6 days of mining or similar work. The DC equals 10 + 2 x your level. The search automatically fails if the miner or others have tried the same locale before. When you wear or hold the object made of the substance, or are adjacent to at least 1 pound of it, you are slowed. That is, you suffer a -1 penalty on all d20 rolls, are limited to a single move or standard action each round, and move at ½ speed in any case.

82. Toy Maker* (Cha)

A toy maker crafts mundane and magical toys, often for good children during holidays, with the aid of a sprite helper.

Craft Wondrous Toy[C]: You can place a basic magic ability that you or an adjacent ally knows into an item you create using Toy-Craft (below). The cost equals 500 gp. The craft time equals 4 hours and the market value equals 2x the craft cost. The magic lasts 1 year and then fades, having only 1 remaining use at any time thereafter before reverting to a mundane masterwork toy. The item's user must expend vitality to use abilities that have a vitality cost.

Detect Goodness: You learn whether an adjacent person is good-aligned. Will resists if they are young-adult or older.

Detect Slumber[M]: As a standard action, you learn whether all persons in a house or similar 30-ft-cube volume are asleep.

Illusionist[M]: You may conjure 4 torch-like orbs, 1 humanoid apparition, 4 voices, 1 loud animal or machine noise, or a series of amusing stage tricks. The effects last 5 minutes, must remain within 30 ft, and do not cause damage or require a save, though they might fool the unwary.

Sprite Minion[M]: One touched humanoid child corpse immediately returns to life as an allied level 2 sprite (see Radiance Masters Guide). It starts as friendly to you and remains in your employ for up to 1 year. Thereafter, it freely chooses its own path. You can only maintain 1 sprite at a time. This is an intermediate tier effect. Costs 5 vitality.

Toy-Craft: Boost Craft checks by +5, or by +20 to craft children's toys including masterwork toys. Such toys can never be used as part of attack, otherwise used to cause harm, or be used in combat.

Toy Maker's Continence[M]: Apply a -5 penalty on Bluff and Disguise checks. You show unmistakable signs that betray your profession.

83. Transmoglomaniac* (Int)

A transmoglomaniac uses electrotech devices to boost polymorphic magic, turning people into tiny animals, among other tricks.

Banal Polymorph[M]: An animal, mutant or person within 30 ft turns into a harmless Tiny animal. It uses the animal's statistics except it retains its Intelligence, alignment, saves, and vitality. On its next turn, you assault its Will. If it resists, it returns to normal. If it fails, it remains in animal form for 4 hours + 1 hour per level. Your touch, or Remove Curse, Miracle or Wish ends the effect. Costs 5 vitality.

Dissemblance[M]: You magically disguise the surface traits of yourself or an animal, mutant or person within 15 ft, including hair color, garment style, gender, voice pitch, etc. This grants a +10 bonus on Disguise checks for 1 hour. This grows or shrinks the subject up to 1 ft and can modify Comeliness by +/- 5 points. Will resists if unwanted. Costs 2 vitality.

Electrotech: You study invisible mundane forces of nature (called immateria) such as electrics, kinetics, nucleonics, optics, and sonics. You can make checks using the Technics skill (RPG, page 177) and enjoy a +2 bonus on Mechanics and Technics checks.

Magitech Focus: When learning this ability, select 1 magic ability you know such as Baleful Polymorph or Dissemblance. You gain a special electrotech device that is attuned to you and the ability. The device has DR 8, weighs 15 pounds, has a Small battery (15 ep), and works only in your hands. Whenever you use that ability, you may modify its effect as a move action by using the device. Each use of 2 energy points reduces the cost of the attuned ability by 3 vitality (minimum 1 vitality), doubles its range or duration, or grants you a +2 bonus on the attack roll using that ability. You can apply multiple effects at once. Replacing the device costs 400 gp and 1 day's work. Requires you enjoy Intelligence 15+ and know Electrotech and the selected ability.

Transmutation Skills: Boost Arcana and Disguise checks by +5.

Wrongness: You are odd in appearance and habits. Apply a -3 penalty on all Charisma-based skill checks.

84. Truename Scholar* (Int)

A truename scholar specializes in finding, cataloging, and analyzing the truenames of various creatures.

Analyze True Name: You learn 1d4+1 facts (statistics or background data) about a creature, whose true name you know. You can analyze a particular name only 2x as you try the name forward and backward. Costs 2 vitality.

Bonus True Names[M]: You may know +5 more true names.

Double Vows: When first learning this ability, select 2 vows such as not speaking (except uttering true names), having sex, accepting money or harming others. On days you fail to keep the vows, you lose access to your Research True Name ability.

Learn True Name[M]: As a move action, if you beat the Will of 1 creature within 15 ft and line of sight, you learn its true name (its magical signature). A creature that successfully resists this ability is immune to it for 24 hours. You can know a number of true names at once equal to 3 + your level. After a 1-minute ritual, you forget a true name of your choice. Requires Sage Lore.

Mispronounce: You nastily, torturously misspeak the true name of a foe within 30 ft, inflicting 1d6 pain damage per level, or ½ damage if Will resists. Requires Learn True Name. Costs 2 vitality.

Research True Name[M]: You spend 1 day researching a specific creature. You do not need line of sight or effect, or have even encountered the target. If you succeed on its Lore check and also beat its Will, you learn its true name. Otherwise, you can try again when you reach your next level. Requires Learn True Name.

Sage Lore: You dabble in random lore. Apply a +2 bonus on Arcana, History, Nature, Nobility, and Religion checks.

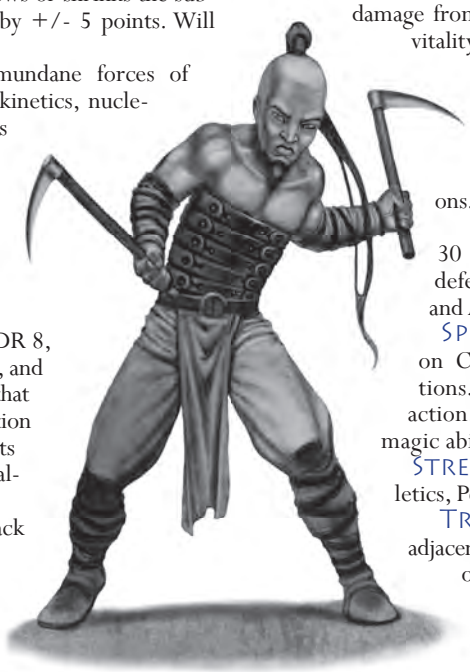
85. Urban Scythe* (Str)

A urban scythe undergoes a mutation, tapping the horrid power of spiders to wield 2 poison scythes, climb walls, and vanish into floors.

Armaments: You are proficient with Light armor, light blades including the mini-scythe (sickle), crossbows, and small projectiles.

Poison Use: You never risk accidentally poisoning yourself when applying poison to a weapon (rather than 5% chance), and you may apply poison as a move action (rather than standard action).

Spider Bite[M]: One adjacent target suffers 1d3 wound damage from your spider-like bite. Reflex resists. Costs 1 vitality.



Spider Blades: When armed with 2 Light melee weapons, you may make 2 melee attacks as a standard action without penalty and apply +5 damage. If you have the Sneak Attack ability, you can apply it to both weapons. Requires Dexterity 15+.

Spider Climb[M]: You gain a climb speed of 30 ft for 5 minutes. While climbing, you are not defenseless and you enjoy a +10 bonus to Athletics and Acrobatics checks. Costs 2 vitality.

Spider Initiate: You suffer a -5 penalty on Comeliness due to spider-like magical mutations. You can hide or show the mutations as a move action. You must show the mutations to use your magic abilities.

Street Reaper Skills: Boost Acrobatics, Athletics, Perception, Stealth, and Streetwise checks by +2

Trap Door[M]: You magically pass through an adjacent floor or wall (max. 1 ft wood, 6 inches stone, or 1 inch metal). Costs 2 vitality.

86. Urgoyle* (Con)

An urgoyle likes ruins and old stony places, and is able to read the past from stones and briefly transform into a gargoyle.

Aggressive: Boost Athletics and Intimidate checks by +5.

Flit[M]: As a standard action, you gain the ability to fly with a 30 ft speed for the remainder of your turn. You must end flight on a solid surface that supports you. Costs 1 vitality.

Gargoyle Form[M]: For 5 minutes you acquire gargoyle traits. Your skin toughens and gains a stony hue, wings sprout, claws and fangs descend, and so forth. These never damage your gear. In this form, you enjoy +2 DR, or +5 DR if you wear no armor. Also, your small wings allow you to hover up to 1 ft above ground, water or other flat space for 1 round by expending a move action, and you gain sharp claws and a bite that together deliver 1d4 damage per 2 levels (max 5d4) against an adjacent foe. Apply your Charisma modifier to the damage dealt. Reflex resists. Costs 2 vitality.

Ignore Spell: As an immediate action while using Gargoyle Form, you ignore 1 magic attack that targets you. Costs 2 vitality.

Read Stones[M]: Once daily after 1 minute of concentration, you try a History, Insight, Perception or Streetwise check with a +10 bonus if a relevant event occurred within 30 ft within the past 10 years per level, or a +2 bonus otherwise. Costs 2 vitality.

Uncommon Vitality: You permanently gain +3 vitality.

87. Vermix* (Con)

A vermix has incredible rapport with vermin such as bats, rats, and spiders, and is highly dangerous if provoked.

Creeping Doom[M]: One target within 90 ft suffers 10d10 damage from biting insects that pour forth from its gear and orifices. Fortitude resists for ½ damage. Costs 5 vitality.

Giant Vermin[M]: You can conjure 1 demonic rat, giant snake

or giant spider in an empty space of your choice within 30 ft. It obeys your mental commands and remains for 5 minutes or until you dismiss it. You can only maintain 1 vermin at a time. Costs 2 vitality.

SPIDER CLIMB[M]: You gain a climb speed of 30 ft for 5 minutes. While climbing, you are not defenseless and you enjoy a +10 bonus to Athletics and Acrobatics checks. Costs 2 vitality.

SUMMON SWARM[M]: A dark swirl vomits a mass of vermin that occupies a pair of adjacent 5-ft spaces within 30 ft. The vermin are bats, spiders, rats, beetles or such as you imagine. Living creatures in the affected spaces immediately suffer 1d4 damage per round (no save) and must resist using Fortitude or be dazed for 1 round. The swarm lasts while you concentrate + 2 rounds. Costs 2 vitality.

VERMIN LORE: You enjoy a +2 bonus on Handle Animal and Nature checks, or a +10 bonus involving bats, insects, rats, and other vermin.

WRONGNESS: You are odd in appearance and habits. Apply a -3 penalty on all Charisma-based skill checks.

88. Vesper Mutant* (Con)

Also called a chupa, chiroptera or vespertillian, this person can display or hide bat qualities such as biting, flitting, and blindsense.

ASPECT OF THE BAT[M]: As a move action, you can show or hide striking bat-like features. With these features, you gain a bite attack that inflicts 1 wound damage (Reflex resists). Also, you suffer a -5 penalty on Comeliness and enjoy a +3 bonus on Intimidate, Perception, and Survival checks.

BLINDSENSE: You gain bat-like echolocation. As a move action, you emit noises that pinpoint the locations of creatures within 30 ft in all directions. Requires Aspect of the Bat.

CAVE LORE: Boost Dungeoneering checks by +5, or by +10 once daily.

DISEASE DEFENSE: You ignore the effects of all natural diseases.

FEATS OF PROWESS: You move with grace and power. Apply a +5 bonus on Acrobatics and Athletics checks.

FLIT[M]: As a standard action, you gain the ability to fly with a 30 ft speed for the remainder of your turn. You must end flight on a solid surface that supports you. Costs 1 vitality.

WING WALK[M]: For 2 minutes, you can flap your wings to remain up to 1 ft above a surface. This ability does not work underwater. Requires that you use Aspect of the Bat. Costs 1 vitality.

89. Viper Mutant* (Dex)

This person is forever altered by a mutagen and can display or hide ophidian qualities such as grappling and injecting poison.

ASPECT OF THE SNAKE[M]: As a move action, you can show or hide striking snake-like features. With these features, you gain a bite attack that inflicts 1 wound damage (Reflex resists). Also, you suffer a -5 penalty on Comeliness and enjoy a +3 bonus on Intimidate, Perception, and Survival checks.

DARKVISION[M]: As a swift action, your eyes turn black and you see in darkness as easily as in daylight. Ending the effect is a swift action.

FAST CLIMBER AND SWIMMER: Boost Athletics checks by +10. Also, when climbing or swimming, you move at your normal speed (rather than ½ speed) and are not defenseless.

GRAPPLE: You grapple an adjacent foe up to 1 size larger when you have 1 hand free and beat the foe's Fortitude. A grappled creature cannot move from its space and can only use a Light melee weapon that is already in hand. Each round, you must expend a move action to maintain the grapple, and the foe can try to beat your Fortitude as a standard action to break the grapple. If you desire, you can block a grappled foe's mouth with 1 hand to prevent speech.

POISON[M]: As a move action, you poison 1 weapon or cup of liquid in your possession. When a creature is struck by the weapon or ingests the liquid, it immediately suffers 1d10 vile wound damage with a 50% chance to suffer an additional 1d10 vile wound damage 5 minute later. Unused poison dissipates after 5 minutes. Costs 5 vitality.

RESIST POISON: You enjoy a +5 bonus on saves to resist poison and are immune to your own poison.

90. Void Acolyte* (Int)

A void acolyte immerses himself in the arcane mysteries of the Void and the absence of elements.

BANISH BREATH[M]: One foe within 30 ft falls unconscious for 1 hour, or is staggered for 1 round if Fortitude resists. Costs 2 vitality.

FLIT[M]: As a standard action, you gain the ability to fly with a 30 ft speed for the remainder of your turn. You must end flight on a solid surface that supports you. Costs 1 vitality.

MESSAGE[M]: You whisper a message that is clearly audible to 1 target within 90 ft. You only need line of effect, not line of sight.

VOID ADAPTATION[M]: You or an adjacent ally ignore the effects of the Void or a world's ambient conditions that hamper movement or the senses or cause hit point damage. This does not protect against creatures or special events, only continuous effects such as persistent heat or lack of pressure. Costs 2 vitality to activate for 1 hour or 5 vitality for 24 hours. Each new environment requires activation.

VOID LORE: You enjoy a +5 bonus on Acrobatics, Endurance, Nature, Perception, and Survival checks in the Void environment.

91. Void Traveler* (Int)

A void traveler is familiar with the Void including means of communication, piloting, self-protection, and emergency repairs to voidcraft.

DETECT DISTRESS[M]: Up to 3x daily, you may become receptive for 5 minutes to any active Distress Call (below) within 2 miles, learning its distance and direction.

DISTRESS CALL[M]: If you wish, for 24 hours, your body transmits a generic SOS out to 200 miles heard by Detect Distress.

FRESH AIR[M]: You fill a 5-ft cube with fresh air at standard pressure. A Medium person requires ¼ cubic ft of air per minute. Thus, 1 cube offers 30 hours. Costs 1 vitality.

MANY WORLDS: Boost History and Nature checks by +5. You are familiar with many cultures and worlds.

PATCHING[M]: A breach within 15 ft in a hull, wall, or similar area is sealed if no larger than 1-ft square, or is temporarily repaired for 5 minutes if no larger than 5-ft square when you spend 1 vitality.

RESIST VOID[M]: When exposed to void conditions, you suffer no ill effect for the first 3 rounds. Then on the 4th round, you react as if just exposed to void conditions. Requires Void Magic.

VOID MAGIC: You enjoy a +2 bonus on Arcana and Nature checks, or +10 on topics regarding the Void.

VOID PILOT: Boost Pilot skills by +5, or by +10 when using voidcraft.

VOID SAVVY: You are highly familiar with the Void and enjoy a +2 bonus on saves and d20 rolls made within or on voidcraft or in the Void. See Void Travel (RPG, page 236) for more information.

92. Watson* (Int)

A watson, or electro-forensic analyst, solves murders and similar crimes using any tools including reason, magic, and electrotech.

ANALYZE CORPSE[C]: After 10 minutes studying an adjacent person's corpse, you learn the person's sex, race, age, coloring, and Strength and Constitution scores. You also learn whether disease or poison is present on or within the person, though the chance of success is only 70% + 1% per level for disease and 30% + 3% per level for poison. You can only analyze a corpse once, though you may extend your analysis to 4 hours—taking precise measurements, extracting organs and fluids, and so forth—to modify your check by +10%. For each day that passes since death, modify your check by -10%. If only bones are present, you can only learn sex, race, and age. This ability requires Technics Training with Forensics Kit (below).

CAUSE OF DEATH: You enjoy a +5 bonus on Heal check, or a +10 bonus when attempting to determine a creature's cause of death.

GENTLE REPOSE[M]: One touched corpse gains a neutral odor and fine appearance as if sleeping, doesn't decay, and can't rise as undead for 24 hours. Costs 1 vitality.

KEEN FOR CLUES: Boost Perception checks by +2, or by +10 to notice a clue regarding a person's cause of death within 15 ft of his

corpse. Requires you know Analyze Corpse.

Roving Sleuth: Boost Insight, Literacy, Stealth, and Streetwise by +5.

Speak With Dead[M]: After a 10-minute rite, you can ask 1 question per 2 levels over the course of 5 minutes from a corpse that you touch. The corpse only knows what the creature did in life, including languages it spoke. If the creature was good, it can resist using Will. The corpse must be mostly intact and have a larynx. You can use this ability up to once weekly on the same corpse. Costs 2 vitality.

Technics Training with Forensics Kit: You study invisible mundane forces of nature (called immateria) such as electrics, kinetics, nucleonics, optics, and sonics. You can make checks using the Technics skill (RPG, page 177). Moreover, you own a special kit worth 400 gp that includes corpse dissecting and measuring tools plus simple electrotech devices for analyzing tissue samples when using the Analyze Corpse ability.

Wrongness: You are odd in appearance and habits. Apply a -3 penalty on all Charisma-based skill checks.

93. Wellspring* (Wis)

A wellspring is an insightful religious counselor who prays with questing believers, restoring their vitality to meet obstacles ahead.

Divine Blessing: After 1 minute of prayer, an adjacent ally enjoys a +1 bonus on saves and d20 rolls for 4 hours. The ally must share your alignment or deity. Multiple applications of this ability do not stack. Expends 5 gp in special materials. Costs 1 vitality.

Double Vow: Select 2 vows such as not speaking, eating, accepting money, having sex, or moving more than 500 ft from a specific location. When you fail to keep either or both of the 2 vows, you lose access to your Wellspring ability for 24 hours.

Know Status[M]: You are aware at all times of the general condition (wound points and vitality points) of up to 8 allies. You must touch an ally to establish a link and begin monitoring him. You can terminate a link as a swift action.

Priestly Studies: You understand people's spiritual needs. Boost Diplomacy, Insight, and Religion checks by +3.

Wellspring: Once daily, after 1 minute spent speaking and praying with up to 8 adjacent allies, they each heal 4d6+5 vitality. Alternatively, at the day's start, you may decide to use this ability up to 4x instead, but each ally heals only 1d4+1 vitality each time.

94. Wind Acolyte* (Dex)

A wind acolyte immerses himself in the arcane mysteries of wind and elemental air, influencing and flowing with it at will.

Earth Weakness: You suffer a -5 penalty on saves to resist earth abilities such as Tremor and automatically suffer fatigue when underground, or exhaustion when fatigued for any other reason.

Fly[M]: You can fly at speed 30 ft. You drop gently to the ground in 1 round if the magic ends while airborne. Costs 1 vitality per minute.

Gust of Wind[M]: You project a 60-ft line of forceful wind. Medium and smaller creatures cannot move toward you for 1 round. If you beat their Reflex, they are also knocked prone (or are pushed back 1d6 x 10 ft if flying). The wind grants a sailed ship standard speed for 1 round. Costs 2 vitality.

Point Blank Shot: Apply a +1 bonus on attack rolls and +2 damage with ranged weapons at ranges of up to 30 ft.

Wind Armaments: You are proficient with all bows, crossbows, and thrown weapons such as daggers and boomerangs.

Wind Resist: Apply +5 DR versus cold and electrical damage.

95. Wose Grinch* (Str)

A wose grinch, also called a krampus, searches out, frightens, and punishes naughty children, especially during holidays.

Angry Coal[M]: You transmute up to 5 pounds of mundane toys or similar mundane items into an equal mass of coal.

Childish Fear: All child persons caught in a 30-ft cone are shaken for 5 minutes or 1 round if they resist using Will. If a target is 5+ levels below you, it is frightened instead, fleeing the best it can or cowering if it cannot flee. Costs 1 vitality.

Detect Badness: You learn whether an adjacent person is evil-aligned. Will resists if they are young-adult or older.

Gremlin Minions[M]: One touched humanoid child corpse immediately returns to life as an allied level 1 gremlin (see Radiance Masters Guide). It starts as friendly to you and remains in your employ for up to 1 year. Thereafter, it freely chooses its own path. You can only maintain 2 gremlins at a time. This is an intermediate tier effect. Costs 5 vitality.

Sad Sack[M]: At any time, you may conjure a large, sturdy sack made of itchy burlap. The sack lasts 1 hour, has DR 2, and suffers up to 5 hit points damage before breaking open. The sack radiates faint magic. Moreover, as a standard action, an adjacent Small or Tiny child must resist using Reflex or be caught up into the sack, where it is treated as grappled by you.

A grappled creature cannot move and can only use a Light melee weapon that is already in hand. Each round, you must expend a move action to maintain the grapple by holding or sitting on the sack, and the foe can try to beat your Fortitude as a standard action to break the grapple. At any time, you can block the foe's speech.

Swat Switch[M]: You are proficient with the switch, a flexible branch used to swat targets. Also, in your hands, the switch counts as a magic weapon and inflicts damage equal to 1d8 + 1 point per level with a +1 bonus on attack rolls. Requires you know Wose Lore.

Wose Grinch Form[M]: As a swift action, for 5 minutes you transform into a tough, snarling animalistic hybrid form. You look like a satyr, yeti with horns, or similar fiendish beast. While transformed, you enjoy a +10 ft speed and +2 DR. Also, you gain a bite that delivers 1d4 damage and claws that deliver 1d3 damage to an adjacent foe when you beat its Reflex. You may use either attack as a standard action. Add your Strength modifier to the damage dealt. The transformation cannot occur in metal armor. Costs 1 vitality.

Wose Lore: You enjoy a +3 bonus on Athletics, Intimidate, and Survival checks.

96. Wrestler (Str)

A wrestler is a professional athlete who tends to compete in a ring against other wrestlers to win money and fame.

Athletic Pro: Boost Athletics and Endurance checks by +5.

Dazing Grapple: As a swift action when you successfully use Grapple or Improved Grapple, the target must resist using Fortitude or be dazed for 1 round. Costs 1 vitality.

Great Fortitude: You are physically resilient. Boost your Fortitude by +2.

Improved Grapple: You grapple an adjacent foe up to 1 size larger when you have 1 free hand and beat the foe's Fortitude. Apply a +5 bonus on your attack roll and a +5 bonus on resist this ability. A grappled creature cannot move from its space and can only use a Light melee weapon that is already in hand. Each round, you must expend a move action to maintain the grapple, and the foe can try to beat your Fortitude as a standard action to break the grapple. If you desire, you can block a grappled foe's mouth with 1 hand to prevent speech.

Signature Wrestling Move: Twice daily as a swift action, apply a +5 bonus to your next attack roll using any wrestler profession ability. This reflects a particular unique tactic.

Stunning Punch: As a swift action when you succeed on an attack using Grapple or Improved Grapple, the target is stunned for 1 round. Fortitude resists. Requires Dazing Grapple. Costs 2 vitality.

Zest for Living: Boost your maximum vitality by +3 points.

97. Zen Artist* (Cha)

A zen artist cultivates ancient rituals of purity and acuity by patiently preparing and using tea, calligraphy, flowers, and music.

Curative Music[M]: After playing a musical tune for 1 minute, you remove an ailment from yourself or an adjacent ally. Ailments include blindness, confusion, deafness, disease, exhaustion, fatigue, infertility, insanity, nausea, poison, and taint. This ability does not

remove curses such as lycanthropy. The subject also heals 1 wound point and awakens from unconsciousness, if applicable. Costs 2 vitality.

Flower Arrangement[M]: Once daily, you conjure and arrange for 1 minute a small floral vase that includes 5 magical flowers. Any time during the next 2 hours, any person may draw out and consume a magical flower to heal 1d4+1 vitality. A person can benefit only 1/day from this ability. Costs 2 vitality.

Gentle Skills: You enjoy a +2 bonus on Craft, Diplomacy, Insight, Literacy, and Music checks.

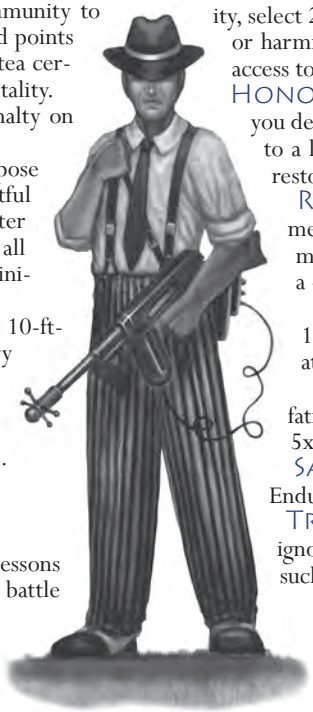
Honorable Stance: You must keep a lawful alignment. If you deviate, you lose access to Zone of Peace. You must return to a lawful alignment and finish a 10 gp, 1-day purification ritual to restore your honor.

Tea Ceremony[M]: You guide up to 8 allies through 1-hour ritual to prepare and consume a potent tea, after which all involved are cured of disease and nausea, enjoy immunity to fear and poison, and also gain 1d8 temporary wound points + 1 point per level (max +10) for 12 hours. If the tea ceremony is interrupted, the effect is ruined. Costs 5 vitality.

Vow of Peace: Apply a permanent -2 penalty on your attack rolls.

Wise Calligraphy[M]: You evoke and compose for 1 minute a fine scroll with uplifting and insightful words, often as a pithy poem. After 24 hours, or after reading the scroll, the words vanish. Reading grants all allies within 30 ft and hearing range a +2 bonus on initiative and Perception checks for 1 hour.

Zone of Peace[M]: You conjure a stationary 10-ft-square zone around you of pure light, faint flowery scents, and gentle music. Each time a person within the zone (including you) tries an attack roll, he must resist using Will. Failure indicates he cannot attack that round. If you try an attack roll, the effect ends. Costs 2 vitality.



98. Zen Mounted Archer (Dex)

These elite lawful bowmen draw upon the spiritual lessons of law, order, and vows to cultivate a potent set of battle skills.

Armaments: You are proficient with Medium armor, light blades, and bows.

Challenge: Up to 3x daily, you may mark 1 foe within line of sight. When you successfully strike that foe, apply +5 damage. Also, allies with 15 ft enjoy a +2 bonus on saves to resist that foe's attacks.

Double Vows: When first learning the Wounding Strike ability, select 2 vows such as not speaking, having sex, accepting money or harming others. On days you fail to keep the vows, you lose access to Wounding Strike.

Honorable Stance: You must keep a lawful alignment. If you deviate, you lose access to Zen Battlemind. You must return to a lawful alignment and finish a 1-day purification ritual to restore your honor.

Pierce the Heart: An adjacent foe suffers 2d6 damage from your ranged weapon, or is slain outright if it is level 2 or lower.

Rapid Shot: You may make 2 attacks with the same ranged weapon in rapid succession as a standard action. You may direct attacks to the same foe or different foes. Apply a -2 penalty on both attack rolls.

Resolve: As a swift action, you ignore the bleeding, fatigued, shaken or sickened condition for 1 round. Useable 5x daily.

Resolute: Once daily, you may apply a +10 bonus to 1 defensive roll (Fortitude, Reflex or Will) as an immediate action.

Samurai Skills: You enjoy a +2 bonus on Athletics, Endurance, Nobility, Perception, and Warcraft checks.

Warrior's Ambition: Twice daily as a move action, boost your next attack roll that round by +5.

Wounding Strike: As a swift action, your next weapon attack that round delivers 1d2 wound damage in addition to any other damage dealt. Costs 2 vitality.

Zen Battlemind: As a move action, you enjoy a +1 bonus on attack rolls and a +2 bonus on damage rolls for 5 minutes. Costs 1 vitality.

99. Zen Swordsman (Str)

These elite lawful swordsmen draw upon strong vows and spiritual lessons of order to cultivate a potent set of battle skills.

All You Need is Kill: An adjacent foe suffers 2d6 damage from your melee weapon, or is slain outright if it is level 2 or lower.

Armaments: You are proficient with Medium armor, light blades, and bows.

Challenge: Up to 3x daily, you may mark 1 foe within line of sight. When you successfully strike that foe, apply +5 damage. Also, allies with 15 ft enjoy a +2 bonus on saves to resist that foe's attacks.

Double Vows: When first learning the Wounding Strike ability, select 2 vows such as not speaking, having sex, accepting money or harming others. On days you fail to keep the vows, you lose access to Wounding Strike.

Honorable Stance: You must keep a lawful alignment. If you deviate, you lose access to Zen Battlemind. You must return to a lawful alignment and finish a 1-day purification ritual to restore your honor.

Rapid Attack: You may make 2 attacks with the same melee weapon in rapid succession as a standard action. You may direct attacks to the same foe or different foes. Apply a -2 penalty on both attack rolls.

Resolute: Once daily, you may apply a +10 bonus to 1 defensive roll (Fortitude, Reflex or Will) as an immediate action.

Resolve: As a swift action, you ignore the bleeding, fatigued, shaken or sickened condition for 1 round. Useable 5x daily.

Samurai Skills: You enjoy a +2 bonus on Athletics, Endurance, Nobility, Perception, and Warcraft checks.

Try Harder: As an immediate action in combat, you ignore any effect that causes instant death or unconsciousness such as Sleep or All You Need Is Kill.

Wounding Strike: As a swift action, your next weapon attack that round delivers 1d2 wound damage in addition to any other damage dealt. Costs 2 vitality.

Zen Battlemind: As a move action, you enjoy a +1 bonus on attack rolls and a +2 bonus on damage rolls for 5 minutes. Costs 1 vitality.

100. Zipper (Str)

A zipper is an electrotech-savvy urban thug who uses threats, underhanded tactics, and firearms to meet his needs. Foes tend to end up in a body bag. Thus the name.

Bonus Wealth: You possess 1,000 gp in the form of coins, gear, and other wealth as you choose.

Bully: If you beat an adjacent person's Fortitude, he loses 1d6 vitality and either moves back 5 ft or falls prone, as you desire.

Electrotech: You are familiar with invisible mundane forces of nature (called immateria) such as electrics, kinetics, nucleonics, optics, and sonics. You can make checks using the Technics skill (RPG, page 177) and enjoy a +2 bonus on Mechanics and Technics checks.

Firearms Proficiency: You are proficient with firearms and enjoy a +2 bonus on Mechanics checks, or +5 to make and repair firearms.

Merchant Secrets: You can trade illegal items found in your local area in 1d4 days without effort or danger when you pay a 10% transaction fee.

Nasty Tactics: Once daily, apply a +5 bonus on 1 weapon attack roll and +3d6 damage on that attack if it succeeds.

Street Weapons: You are proficient with clubs, crossbows, hand-to-hand weapons, and light blades.

Urban Intimidator: Apply a +3 bonus on Appraise, Athletics, Intimidate, Pilot, Stealth, Streetwise, and Trick checks.

Factions

Factions are introduced in the Radiance Players Guide on pages 251-255. Here are 3 more factions suited to many campaign settings.

Electric Company

Those who love electrotech, magitech, and its promises of an utopian future for all mortals gravitate to this tech-savvy faction.

Find: DC 18 Mechanics, Technics or Warcraft check once daily.

Constellation Sigil: Knight.

Entry: 500 gp. Also, pass DC 15 Craft, Mechanics, Pilot or Technics check. Alternatively, know Electrotech or own 5,000 gp or more worth of electrotech devices.

Profile: The Electric Company is home to brainy misfits, mad scientists, technical geniuses, and business-savvy entrepreneurs who wish to develop, salvage, reverse-engineer, steel, buy and sell, and otherwise gain access to and profit from electrotech (and magitech, where available).

Most members are merely neutral: They love their gadgets and merely wish to be left alone to pursue tinkering and experiments, even when some of those go terribly wrong. A few see electrotech as a means to some glorious or awful end, a bright future for some or all. And a rare few truly understand how to milk the monetary potential of electrotech through everyday commodities such as electric carriages, cookers, lamps, and washers. Many members find funding through military channels. In exchange for a glitzy well-stocked lab, they must produce a few machines for war. Sub-factions take interest in vehicles, the Void, constructs, cyborgs, and even psychic links between mortals and machines in a quest for immortality. Since electrotech devices often measure, alter or otherwise work with natural phenomena and the body, members may be skilled across the sciences. A few even specialize in musical electrotech devices.

Typical missions involve building and testing special-purpose machines for wealthy patrons, engaging in espionage or reverse engineering competitors' devices, and bringing electrotech to communities, often locking in a patron as a service provider in the process. Electric Company often tries to plant spies with Royal Cabinet or Star Masons to gain access to their devices, especially for time travel.

Members: Derby driver, derby mechanic, dreadnought assaulter, dreadnought defender, ergo master, frankenstein, hacker, magnetus, noggin, psi-tech, stormtrooper, technician, transmoglomaniac, venturist, and void traveler.

Faction Skills: Appraise +5, Craft +15, Dungeoneering +10, Heal +10, Literacy +10, Music +10, Nature +10, Nobility +5, Mechanics +20, Pilot +15, Technics +20, Trick +5, Warcraft +15.

Multiclassing: Magister, savant or technomancer.

Special: You may trade 1 level in your existing class to gain 1 level as a franken golem immortal (page 81). You also gain 200 gp worth of batteries (RPG, page 176) as a gift when doing so. Cost: 2,000 gp.

Royal Cabinet

This team of investigators acts swiftly and quietly under the banner of monarchs to rid the world of monsters and supernatural perils.

Find: DC 18 Arcana, Literacy or Nobility check once daily.

Constellation Sigil: Crown.

Entry: 500 gp. Also, pass DC 15 Arcana, Literacy, History or Technics check. Alternatively, lawful or good and hold a noble title, or belong to the chronomancer class, or have the time traveler theme.

Profile: Royal Cabinet watches and guards against evil supernatural forces, particular those from other time periods. Wherever and whenever is goes, it has the imprimatur of local royals and governments, granting it wide latitude to enter secure areas, question the elite, secure gear, and otherwise act with measured impunity.

Cabinet strives to stay within international treaties and local laws and do the most good, even if that means some collateral damage or bruised egos. Its members are recruited from arcane academies, churches, and military special forces across time periods. Cabinet even recruits from good-aligned monsters, or among the weak-willed minions of evil ones. Given its foothold in the future, Royal Cabinet is comfortable with technology. Indeed, its name stems from its infamous "cabinets" that contain arsenals of electrotech, magitech, and stranger stuff hailing from ages to come. Some also speak of the "back office" where technicians craft weird gadgets and maintain devices that can collate and compute, sift and sort through volumes of data to locate names, dates, and such for investigations.

Typical missions involve crossing national boarders to hunt down magical fugitives, solve unusual crimes, clear nests of monsters, travel to alternate eras, and so forth. It investigates odd crimes against royalty and high-ranking officials, particularly when magical foul play by other nations is likely involved.

Members: Aristocrat, cartographer, exorcist, far voice, historian, investigator, mage hunter, noggin, temporal agent, temporal mercane, temporal scholar, technician, watson, and wayfarer.

Faction Skills: Appraise +5, Arcana +15, Craft +5, Dungeoneering +10, Heal +5, History +20, Literacy +20, Mechanics +10, Nobility +15, Perception +10, Religion +10, Stealth +10, and Technics +15.

Multiclassing: Abjurer, chronomancer or lightbringer.

Special: You may trade 1 level in your existing class to gain 1 level as an immortal hunter (page 82). You also gain a 200 gp pistol (RPG, page 160) as a gift when doing so. Cost: 2,000 gp.

Star Masons

This secretive cabal works tirelessly to weaken mortal civilization to prepare the way for a monstrous take-over by aberrant alien masters.

Find: DC 18 Arcana, Insight or Technics check once daily.

Constellation Sigil: Portal.

Entry: 500 gp. Also, pass DC 15 Arcana, Bluff, Disguise or Technics check. Alternatively, chaotic or evil and hold a noble title, or have survived an encounter with an aberrant being of your level or higher.

Profile: The Star Masons go by many names, the infamous Illuminati among them, and they draw in members through front organizations and charismatic figures. They recruit at theosophy centers, dream analysis clubs, medical schools, seminaries, and such. In every case, they claim to offer insights into life's deep questions.

The true agenda of the Star Masons is often shrouded in mystery. Those who progress to its inner circle learn 1 truth: The faction acts as a recruiting center, culling farm, and secret vanguard for aberrant aliens with plans to take over the world. The aliens may hail from the Void, alternate dimensions, or other times in the distant past and far future. The truth is out there but unclear. What is certain is that the Star Masons have well-disguised plants in the highest reaches of all societies. Their members include artists, celebrities, industrialists, politicians, scientists, and theologians. Many are clones. They fill their expected roles while quietly and relentlessly laying down far-reaching plans. Someday, mortal civilization will be transformed into something amazing or monstrous, depending on one's view.

Typical missions involve altering the air, food and water supply as well as medicines, newspapers, radio channels, and similar staples to brainwash, pacify, transmute or otherwise interfere with mortal life as part of a grand alien design. Sometimes this involves gaining odd items from aberrant beings, or retrieving or crafting such items, and then distributing them. Or, members may quietly abduct, frame, or replace foes or engineer false-flag events that misdirect the masses.

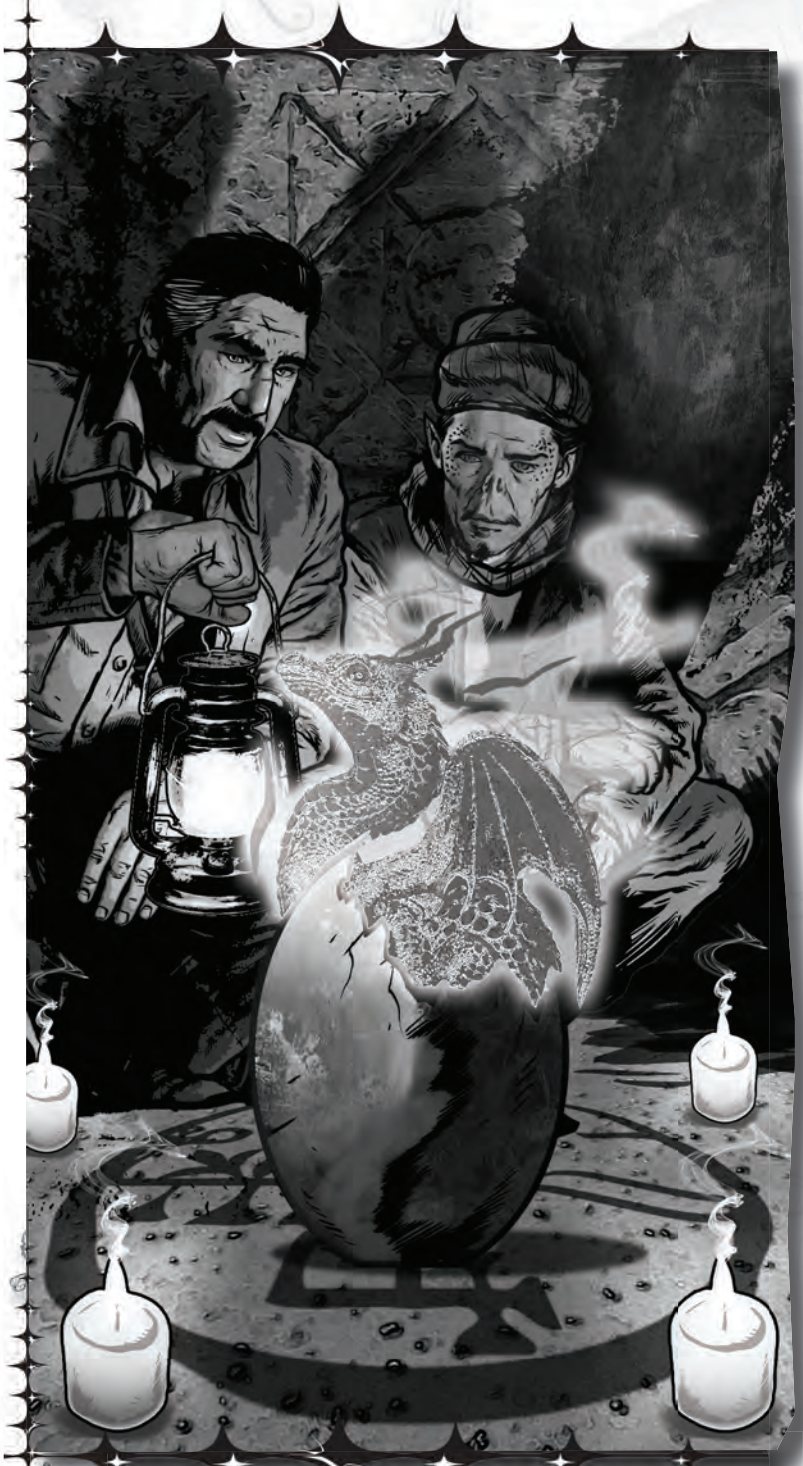
Members: Astrologer, brains collector, cthulhu cultist, dreadcrafter, dreamwalker, dreamweaver, hypnotherapist, mindkilter, occult artist, phrenologist, psychic surgeon, replicant, theosophist, and void acolyte.

Faction Skills: Arcana +10, Bluff +20, Disguise +20, Dungeoneering +10, History +15, Heal +15, Insight +10, Perception +10, Literacy +5, Music +5, Religion +5, Stealth +10, Technics +15.

Multiclassing: Delvemage, goyle or summoner.

Special: You may trade 1 level in your existing class to gain 1 level as a phrenic alien immortal (page 85). You also gain an uncommon piece of artwork or jewelry that depicts an aberrant being worth 250 gp. Cost: 2,000 gp.

Chapter 13
Creatures



"Explorer Nelson and his slith colleague Bazak witness the hatching of a spirit creature as part of performing an occult ritual."

This chapter presents statistics statistics for various creatures. Most, like bots and critters, are well-known to the common people in places that keep household robots and domesticated animals, respectively. Other creatures, including the draga and vivilor, are rare monsters but essential for characters of certain classes and themes to ply their trade. You will also find groups like the cult and squad, where weak individuals project power and enjoy protection in numbers.

Mass Combat

Over the course of a campaign, you may wish to pit large groups or even armies against each other. Resolving hundreds or thousands of blow-by-blow interactions is onerous. Instead, you can group large numbers of combatants and then pit those groups against each other alongside heroic characters and their favorite individual minions. Here are easy guidelines for resolving mass combat.

First, build your group. A typical configuration is 1 or more heroic PCs plus squads, mobs or similar groups. This chapter offers offers 4 groups including the squad as a basic military unit. Each unit has 10 members and quick options that distinguish different roles from acrobatics to thieves, archers to riflemen. A group functions as a high level creature (level 20) with the group subtype, which offers some traits and action options not typical of individual creatures.

Here's an example of a classic fantasy medieval platoon worth 100 levels. You select 3 squads: 1 armed with bows, another with longswords and shields, and a third with polearms. That's 60 levels of combatants that you manage as only 3 creatures! You also add an alder tactician, an alder warcrafter, 3 alder warmages, a stentor, and 4 healer townies. To round out statistics relevant to battle, you select half-orcs as the army's main race, which sets the platoon's size and grants it darkvision. The total is 13 creatures, which is manageable.

Mass combat requires lots of room. A single squad moves and acts as a Huge creature, taking up a minimum of 10 spaces and often more. Now imagine 3 squads and its 10 additional unique members facing off against an enemy platoon of similar size. Given these numbers, armies tend to face off in open spaces such as fields, though sparse woodlands, wide streets in urban areas, and arenas are viable. Moreover, armies like high ground, protection by terrain, and control of structures like bridges. In short, mind your location and strongly consider using a battlemat (RPG, page 230).

Mass combat works like standard combat, from rolling initiative to final clean up, with a few things to keep in mind along the way for creatures with Group Traits. For example, groups have an Area Attack Option, such that even a squad of infantry with longswords can target a large adjacent area in a single action. Also, groups can degrade: Wound damage penaltizes dice rolls with a chance for the group's morale to fail. Groups can freely pass through or co-occupy spaces occupied by others, suffer 3x damage against area attacks, and ignore all attacks and effects against single targets that aid or hinder, except those that alter hit points. Finally, groups can make 3 skill checks rather than 1 on their turn, either performing 3 different tasks or taking the best result for a single task. That's it. Everything else is familiar mechanically.

Successful warfare benefits from savvy strategy and tactics. While some challenges may be familiar, solutions may differ from traditional adventuring. For example, an infantry unit that approaches an archery unit is at a significant disadvantage until it can close the distance. Magic may provide cover from barrages of arrows; but when magic is not viable or available, you may need to consider the use of natural cover, deployment of multiple units in patterns, and perhaps accept the need for losses before even engaging. A set of skill checks using Endurance, Stealth, and Warcraft offer a quick means of resolving some questions, while others are up to you.

Cult

These 10 ardent believers express their faith as a single creature.

Appearance & Culture

A cult is a group of 10 people who engage in combat as a single creature. Compared to monsters or beasts, people with a religious mindset can call upon the full might of their deity's will and power as a single fighting unit.

Each cult member may be unique—a cultist, decon, demigodling, evangelist, faithling, ritualist or similar religious professional—however, you can set aside details and treat all members as a single creature for the purpose of combat and combat-related actions such as healing. Often, the cult directs its power to reward the faithful, protect churches and temples, aid crusades, and otherwise display their god's full magesty.

Typically, a cult rallies alongside 1 to 3 specialists. A specialist is typically a ritualist, oracle or seer, though he may hail from a different brackground while sharing the cult's deity and goals. Treat those specialists separately, since their role and abilities are significant.

Cult (lvl 20)

Cults have the following statistics.

Type Person (group)
Size Huge (10 spaces) or Large (5 spaces) if Small race
Alignment Any (must be within 1 step of deity's alignment)
DC 30

Senses By race (normal, low-light vision or darkvision)
Perception +7 ; Stealth +2 (or +7 if Small race)
Languages Common plus any racial languages
Initiative +0

Speed 30 ft (or 20 ft if Small race)
Attack d20+12
Weapons Clubs (1d6x5) or daggers (1d4x5, 10 ft) or fists (1d3x5) or maces (1d8x5) or quarterstaves (1d6x5) or slings (1d4x5, 50 ft) with unlimited ammo; Area Attack Option Each attack targets 1 foe or all foes within a 10-ft cube for ½ damage.
Damage +10 untyped energy damage (or +5 vs all foes in 10-ft cube)

Armor None, cloth or Group Divine Armor ; DR 0, 3 or 12
Wounds By race x 10 (usually 80) ; Degrade For every 1/10 loss of wounds, apply -1 penalty on dice rolls.
Vitality 110
Fortitude 22, Reflex 20, Will 22
Special Once daily, the cult may heal 10 vitality points after 1 minute's rest on a DC 12 Heal check, or ½ that if fail. Also, once daily, it may heal 5d8+10 wound points after 1 minute's rest on a DC 15 Heal check, or ½ that if fail.

Q&D Damage +20 (+10 vs all foes in 10-ft cube) ; Vitality 70

Str 11, Con 12, Dex 10, Int 11, Wis 15, Cha 11
Prime Wisdom and Constitution
Skills Heal +14, Insight +14, Literacy +5, plus Craft or Music +5, Religion +14, and +7 on 1 of the following: Bluff, Diplomacy or Intimidate ; 3x Can make 3 different checks per round; or try same skill 3x per round and take the best result.

FP 10 ; Deity Any (all members share the same deity).
Favored Class Cleric, druid, elementalist, invoker or priest.
Treasure Used religious gear (½ price) for 10 persons includes monks' robes (2 gp 5 sp) or clerical vestments (25 gp) plus silver holy symbols (125 gp) or healer's kit (250 gp), and weapons, if any, such as clubs (5 cp), daggers (10 gp), maces (25 gp), quarterstaves (2 gp 5 sp) or slings (2 gp 5 sp).

Base Abilities

Cults have the following abilities.

Base Member: A cult is based on a level 2 townie of any race and a magical profession, typically called a cultist. This townie has Wisdom as his prime attribute. He has 3 design points worth of skills, -3 design points worth of special restrictions, 3 design points for Divine Armor, Divine Smite, and either Bless or Curse. He also has 6 design points that, when added to the group pool, grant knowledge of all his deity's boons with the ability to share those boons.

Group Bless or Curse[M]: Either the group enjoys a +1 bonus on die rolls for 5 minutes, or up to 10 foes within 30 ft suffer a -2 penalty on die rolls for 2 minutes if their Will fails. Targets must be able to hear or see the group but need not share its language or comprehend what it sees. Costs 1 vitality per affected creature.

Group Divine Armor[M]: The group as a whole is cloaked in magical energy akin to astral chainmail to enjoy 12 DR for 1 hour. This does not stack with any other real or magical armor. Costs 1 vitality per member.

Group Divine Smite[M]: Each attack by the group inflicts +10 untyped energy damage. The damage has a look and feel appropriate to the group's deity, such as flames for a fire god, though the damage is always untyped.

Group Traits: A cult is a group of creatures of the same type, and if persons, of similar race and profession. A group's level equals the sum of its member's levels. For all statistics, use a single member's statistics except give it the group subtype, embiggen it by 2 size categories, set attack rolls at the group's level, and adjust 5x for weapon damage and 10x for wound, vitality, and faith points. Boost DR by 3x. Also, for skills, apply a +2 group bonus since members aid each other, and a group can make 3 different skill checks per round or try the same skill 3x per round and take the best result. Groups heal at 10x the rate of a single member. The group gains an Area Attack Option: Instead of targeting 1 foe, it may target all foes within a 10-ft cube within range for ½ the usual damage. A group can freely pass through or co-occupy spaces occupied by others, suffers 3x damage against area attacks, and ignores all attacks and effects against single targets that aid or hinder, except those that alter hit points. Finally, a group's performance may degrade: For every 1/10 loss of wound points, apply -1 penalty on dice rolls with a cumulative 10% chance to flee unless it resists using Will against its foe's attack. A group that falls below 0 wounds is defeated, though 50% of the group's members survive so long as it does not die and is stabilized.

Triple Vows: All cult members hold vows for 3 of the following areas: chastity, obedience, poverty, silence or sobriety. In practice, on any day that any cult member engages in romantic activity, disobeys his superiors, owns more than 50 gp total in possessions, speaks more than 1 word, or ingests any alcohol or drug, the cult loses its magical abilities—Group Bless or Curse, Group Divine Armor, or Group Divine Smite—for 24 hours and for 1 week thereafter.

Total Divine Knowledge: Between its members, the cult knows all of its deity's boons as if they were class abilities, though if the group loses more than ½ its members (to wound damage), it loses knowledge of paragon boons until those members are replaced. On any given round, the group can activate up to 5 boons, targeting multiple allies or foes, though each boon must be different. Moreover, for any boon that only benefits oneself, the group can benefit an adjacent ally instead.

Banisher Cult (lvl 30)

This cult can destroy creatures and heals quickly. Apply +50 vitality, +5 saves, +5 attacks, +5 DR, and the following abilities.

Banishment[M]: The cult targets up to 10 instances of 1 non-person creature type within 30 ft. Target types are typically aberrations, fiends and undead for good crusader cults. Targets that fail to resist using Will are destroyed or banished to their home realm if not from the cult's home realm. Costs 5 vitality per target.

Fourth Vow: This extends Triple Vow to require 1 more vow.

Second Wind: Once daily after 1 minute of rest, the cult recovers 4d6x10 vitality, limited to its normal maximum vitality.

Draga

This crafty snake-like dragon has a human face and horrid appetites.

Appearance & Culture

A draga has a 15-ft long, snakelike body covered with glistening scales, and a more or less human face. It weighs about 350 pounds. Its eyes are bright and intelligent, burning with a hypnotic inner light.

Although dragas look like snakes, they are cursed dragons. In ages past, rebellious dragons sought to trick mortals to abandon their gods and worship them instead. For this, the gods cursed the rebels to remain immortal but be no more threatening than a common man. Worse, the gods stripped their wings and forbade them to take flight, even by magic. Thus, dragas tend to dwell in caves, ruins, and waterways, forever barred from wide skies above.

Dragas come in many colors denoting their powers, outlook, and caste. After their fall, the dragas formed an empire. In time, most followed a leader, Black Fang, to war against mortals, who defeated them and drove them to lightless places. In contrast, a few dragas have pledged to right their mistake and protect mortals. These rare dragas act as sages and guardians for pilgrims who visit their caves and pools.

Typically, black, red, and green dragas are evil while white, blue, and gold dragas are good. Many dragas have stripes, and wise folks do not assume. Indeed, whenever a dark plot is afoot that involves an ever-shifting pallet of magic, a draga is likely slithering in the shadows.

Draga (lvl 2)

Dragas have the following statistics.

TYPE Dragon
SIZE Large
ALIGNMENT Usually evil
DC 18

SENSES Darkvision
PERCEPTION +4 ; STEALTH +1
LANGUAGES Common, Draconic, plus 1 other language
INITIATIVE +1

SPEED 40 ft
ATTACK d20+4 (+9 grapple, 10-ft reach with bite)
WEAPONS Bite (2d6 + venomous bite) or tail slap (1d4)
DAMAGE +3

ARMOR Light scales ; DR 3 (or 7 with Mage Armor)
WOUNDS 15
VITALITY 15
FORTITUDE 14, REFLEX 15, WILL 16
SPECIAL Apply +5 vs poison ; immune to the Trip ability

Q&D Damage +5 ; Vitality 11

STR 17, CON 12, DEX 12, INT 14, WIS 8, CHA 17
PRIME Strength and Charisma
SKILLS Acrobatics +4, Appraise +5, and Athletics +11

FP 0 ; DEITY None (dragas are shunned by gods)
FAVORED CLASS Bard, sorcerer or witch
TREASURE Items worth 200 gp scattered in its lair

Base Abilities

Dragas have the following abilities.

CHARM PERSON[M]: A targeted person within 15 ft is friendly to the draga for 5 minutes if it beats its foe's Will. While charmed, the person will not act in a way that brings harm to the draga, himself or his allies. Otherwise, he will follow the draga and respond aggressively to creatures that threaten it. He will take the draga to safety if it is incapacitated. The draga can dismiss the charm as a swift action. If it treats the person well, he may remain friendly after the charm expires. This ability does not grant a shared language or alter a person's alignment. Costs 1 vitality.

CONSTRICTING GRAPPLE: As a move action, the draga grapples an adjacent foe when it beats the foe's Fortitude. A grappled creature cannot move and can only use a Light melee weapon already in hand. Each round on its turn, the foe can attempt to resist again using Fortitude. If it succeeds, it breaks the grapple. If it fails, it suffers 2d6 damage due to constriction. If the draga desires, it can knock the wind out of a foe to prevent speech and/or move the grappled foe 5 ft, either moving at the same time with the foe as a swift action or repositioning the foe. Finally, the draga enjoys a +5 bonus when initiating or resisting a grapple.

EARTH BOUND[M]: A draga cannot possess a fly speed by any means. This curse is only removed by Miracle or Wish.

HIBERNATE: The draga quiets itself so that it requires no air, food or other metabolic needs, with +5 DR to all energy types. It can remain in this state, aware, unable to act, and not aging, for up to 1 month per level. It awakens hungry with ½ normal vitality and it must wait 1 week between each use of this ability.

INVISIBLE STEP[M]: The draga is invisible for the remainder of its turn, during which it enjoys a +10 bonus on Stealth checks and avoids line of sight. Any attack by it ends the effect. Costs 1 vitality.

LIGHT SENSITIVE: Abrupt exposure to bright light (such as sunlight or a Light spell) dazzles a draga (-1 penalty on all dice rolls and saves) for 2 minutes, after which time it can act in light without penalty until it reenters darkness for more than 1 minute.

MAGE ARMOR[M]: A shimmering field grants the draga +4 DR for 1 hour. Mage Armor does not stack with real worn armor or Bone Armor. Costs 1 vitality.

MAGE HAND[M]: With the power of its mind, the draga can move a single unattended object weighing up to 5 pounds within 30 ft of it. It can move the object up to 10 ft.

RAY OF ENFEEBLEMENT[M]: A foe within 30 ft must resist using Will or move at ½ speed and suffer a -5 penalty on attack rolls and skill checks based on Strength, Constitution or Dexterity for 2 minutes. This includes the draga's Constricting Grapple. Costs 2 vitality.

TINY HANDS: A draga has only tiny, childlike hands on stubby arms. It cannot wield weapons or hold objects over 5 pounds per hand. It can wield an implement. Also, it suffers a -5 penalty on Strength and Dexterity checks that involve the use of hands, such as manipulating a key or such.

VENOMOUS BITE: As a swift action, a draga can coat its fangs with poison that delivers 1d3 wound damage plus a 50% chance to inflict an additional 1d3 wound damage 2 minutes later. The poison lasts 1 round and then evaporates. Costs 2 vitality.

Vatic Draga (lvl 5)

For this highly magical draga, apply +21 vitality, +1 saves, +1 attacks, +1 DR, and the following abilities.

BEGUILE[M]: This improves Charm Person to last 24 hours. Costs 5 vitality.

COURTLY RUSE: Boost Bluff and Nobility checks by +5.

CURE AILMENT[M]: A vatic draga can remove an ailment from itself or a touched ally. Ailments include blindness, confusion, deafness, disease, exhaustion, fatigue, infertility, insanity, nausea, poison, and taint. This ability does not remove curses such as lycanthropy. Costs 2 vitality.

HEALER[M]: An adjacent ally heals 1d4 wounds. Costs 1 vitality.

ILLUSIONIST[M]: The vatic draga conjures 4 torch-like orbs, 1 humanoid apparition, 4 voices, 1 loud animal or machine noise, or a series of amusing stage tricks. The effects last 5 minutes, remain within 30 ft, and do not cause damage or require a save, though they might fool the unwary.

PACT MAGIC[M]: Once daily after a 10-minute ritual, the vatic draga calls into itself a ghostly spirit of yore to empower it. While bound, it enjoys a +5 bonus on Intimidate checks and knows for 24 hours any 2 basic magic abilities or 1 intermediate magic ability from any class. The binding lasts 24 hours or until it fails to resist the Exorcism ability. Requires Tiny Hands.

Housebot

This harmless humanoid construct acts as a servant and helps people.

Appearance & Culture

A housebot looks like a person, though artificial markings betray its true nature. People may call it an android (if it's male), gynoid (if it's female) or a domestic. It stands about 5 ft tall, has artificial skin, hair, and such typical of its designated race, and is anatomically correct on the outside though it is gears, electrotech, and such within. Its skull hosts a pumpkin-like techno-magical mass that's home to its brain and an engram that grants it specialty in a singularly useful role. A housebot is tame and thus used on farms and in homes and workplaces. Its status is similar to a domestic animal, though it's much brighter.

Unlike a moppet, vodron or warmech, a housebot lacks a soul and has no self-awareness or self-experience even if it claims otherwise. Being an inherently lawful being, it only acts within its role and seeks to obey the 3 laws of robotics, which prioritize its actions and prevent it from harming people.

Housebots do their best to fit in with people. An air pump simulates breathing. As constructs, they don't eat, but they possess an esophageal pouch that lets them drink, water being preferred. They can smoke, which hits their brain with a low-grade buzz similar to alcohol for humans. Personality-wise, they are relentlessly polite and literal-minded, often missing context, nuance, and jokes. They can be maddeningly bureaucratic. They lack a sense of personal history and cannot answer or relate to questions about their parentage, future plans, or so forth. Their place in society and success at their role provide them with meaning.

A housebot is half a person with half the skills and sensibilities of an adult townie. In theory, it can multiclass but almost never does so. Its chassis only costs 500 gp. Its main value is its 5,000 gp engram.

Housebot (lvl 1)

Housebots have the following statistics.

TYPE Construct
SIZE Medium
ALIGNMENT Always lawful neutral
DC 12

SENSES Low-light vision
PERCEPTION -1 ; STEALTH +6
LANGUAGES Mechan + 1 other (usually Common)
INITIATIVE +1

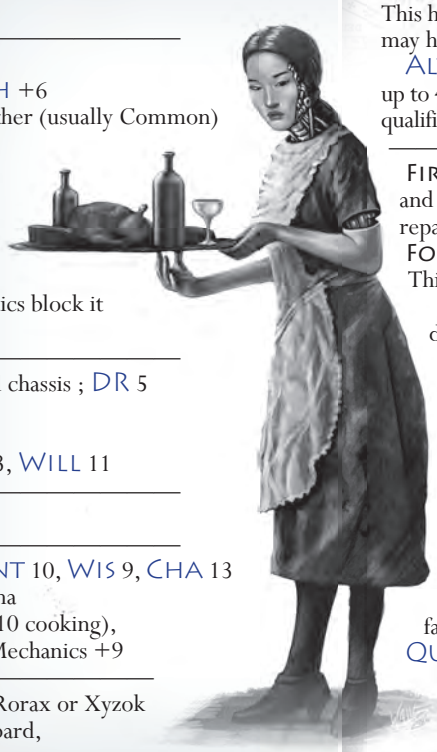
SPEED 30 ft
ATTACK d20+1
WEAPONS Slam (1d4)
DAMAGE +0
SPECIAL The 3 Laws of Robotics block it from harming people

ARMOR Faux skin over metal chassis ; DR 5
WOUNDS 7
VITALITY 8
FORTITUDE 13, REFLEX 13, WILL 11

Q&D Damage +1 ; Vitality 6

STR 10, CON 13, DEX 12, INT 10, WIS 9, CHA 13
PRIME Dexterity and Charisma
SKILLS Bluff +8, Craft +5 (+10 cooking), Heal +5 (+10 to halt bleeding), Mechanics +9

FP 1 ; DEITY Ezri, Mithrais, Rorax or Xyzok
FAVORED CLASS Artificer, bard, gadgeteer, medicant, or pathfinder
TREASURE Common clothing and work tools worth 5 gp



Base Abilities

Housebots have the following abilities.

BATTERY: A housebot possesses 1 small battery that supplies 15 energy points. See RPG, page 176 for details.

COMELY: This bot enjoys a +2 bonus to its comeliness.

CONSTRUCT TRAITS: Housebots do not bleed and are immune to disease, nausea, and poison. They do not need to breathe, eat or sleep and enjoy a +5 bonus on Endurance checks. They must sleep (power down) to regain vitality. They are immortal and cannot be raised from death if slain. They gain only ½ the benefit of cure spells. However, once daily, the bot or its ally may attempt a Mechanics check to regain a number of wound points equal to the check result minus 15.

CONTROL SIGIL: Each housebot is keyed at creation to a specific owner using a magical sigil that is imprinted on both the bot and tattooed on the owner. The bot only obeys the owner and no one else.

ELECTROTECH PORTS: The housebot sports 3 electrotech ports on its chassis. It can use them to recharge electrotech items or to augment itself. Three vitality points convert to 1 energy point.

ENDURE ELEMENTS: A housebot ignores the effects of extreme temperature. It can exist comfortably in conditions between -40° and 140° F without harm. Its gear is also protected. This ability is continuously in effect even when it is unconscious.

ENGRAM: A housebot comes with an integrated engram that grants it abilities usable at will. The choice of card varies with the bot's purpose and attribute scores. Pages 185-186 list common card options such as athlete, fixit, scholar, and trainer. The card is worth 5,000 gp and cannot be removed without destroying it.

PACK MULE: Treat the housebot's Strength score as 4 points higher than normal when determining its carry capacity.

THREE LAWS OF ROBOTICS: By the First Law, a housebot may not injure a person or, through inaction, allow a person to come to harm. Second, a housebot must obey orders given it by people except where such orders would conflict with the First Law. Finally, a housebot must protect its own existence as long as such protection does not conflict with the First or Second Law.

Streetbot (lvl 2)

This housebot, also called a madbot, is modified, often illegally so. It may have any alignment. It gains the following abilities.

ALTERED ENGRAM: This bot loses its engram abilities and gains up to 4 design points (RPG, page 39) worth of any abilities for which it qualifies, typically 1 intermediate and 2 basic abilities, such as:

FIREARMS PROFICIENCY: The bot is proficient with firearms and enjoys a +2 bonus on Mechanics checks, or +5 to make and repair firearms.

FORCE FIELD: An invisible field grants the bot +4 DR for 1 hour. This counts as Mage Armor. Costs 1 vitality.

MARTIAL ARTS: Improve the bot's slam attack by +1d6 damage. Also, it can make 2 slam attacks as a standard action, though doing so incurs a -2 penalty on both of its attack rolls.

FEARLESS: The bot ignores fear effects. It cannot be shaken, frightened or panicked.

PASSING SKILLS: Boost Bluff, Mechanics, Stealth, Streetwise, and Trick checks by +4.

POTENT CONTROL SIGIL: This works like Control Sigil except that the sigil is extra powerful. The owner can override the Three Laws of Robotics. The chance of success equals 30% + 2% per level. The effect lasts 1d4 hours. On a failed attempt, the owner can retry after 1d4 hours.

QUIRK: Due to modifications, the bot does not always function properly. After 5 minutes of interaction with a person, and for each 1 hour thereafter with a person, and during every round of combat, there is a 1 in 6 chance that the bot shows a quirk, which betrays its modified nature and leaves it dazed for 1d4-1 rounds.

Kibble

This dog-like marsupial hunts for people and items.

Appearance & Culture

These intelligent canine creatures are similar to bloodhounds, though they are marsupials and come in different breeds. If acquired as pups and raised with care and love, kibbles make excellent companions for adventurers, from rangers and rogues to inquisitors and wizards. They are known as keen trackers and can teleport about magically with ease. As sentient beings with self-respect, kibbles don't take kindly to being treated as mounts, pets or beasts of burden.

On their own, kibbles are more wily than dangerous since their bite is unexceptional. When left to their own devices, they tend to travel in packs with the sole purpose of protecting good people and animals and exposing the machinations and whereabouts of evil creatures. Kibbles don't form groups larger than packs of several dozen.

Careful study reveals kibbles have opposable thumbs, and while they are unskilled at manipulating objects manually and cannot hold weapons, they can magically pocket items and enjoy other gear, such as clothing for canines. In fact, when equipped with barding and a pack, they are confident and adept at exploring and collecting items such as spell components. Female kibbles also sport a pouch that they may use to store secreted items.

Kibble (lvl 2)

Kibbles have the following statistics.

Type Magical Beast
Size Small
Alignment Usually lawful or good, but any possible
DC 14

Senses Darkvision, Scent
Perception +6 ; Stealth +12
Languages Usually Celestial, Common or Sylvan
Initiative +3

Speed 40 ft
Attack d20+4
Weapons Bite (1d4)
Damage +0

Armor Magical fur ; DR 3
Wounds 5
Vitality 17
Fortitude 14, Reflex 16, Will 16

Q&D Damage +2 ; Vitality 13

Str 10, Con 17, Dex 17, Int 10, Wis 13, Cha 11
Prime Constitution and Dexterity
Skills Insight +6, Survival +6

FP 1 ; Deity Usually Minerva (if good), Maiya (if neutral) or Rorax (if evil)
Favored Class Barbarian, paladin, ranger or shifter
Treasure 200 gp worth of odd but valuable bits and pieces

Base Abilities

Kibbles have the following abilities.

Blink[M]: As a move action the kibble briefly vanishes and then reappears up to 15 ft away in an empty space of its choice. Requires Track. Costs 2 vitality.

Dimension Door[M]: The kibble vanishes and reappears in any unoccupied space up to 500 ft away, even if unseen, and may take 1 adjacent Large or smaller creature or object with it. It arrives dazed for the rest of its turn, and if the destination is occupied, it suffers 1d6 wound damage and appears in the nearest open space. Costs 5 vitality.

Easy Pocket[M]: An adjacent unattended item vanishes and reappears anywhere on the kibble's self, such as a pouch, pocket or rucksack, or even in its mouth, tucked into a collar, or up a sleeve. Hiding the effect costs 1 vitality.

Locate Object[M]: The kibble learns the distance and direction to locate a specific familiar object or type of object within 500 ft of it (if such object is present). Costs 2 vitality.

Repletion[M]: By expending 1 vitality point, the kibble does not need to eat or drink for 24 hours.

Scent: A kibble can detect creatures within 30 ft by sense of smell. If a creature is upwind, the range increases to 60 ft. If it is downwind, the range drops to 15 ft.

Track: Boost Survival checks by +5, or by +10 when tracking in natural environments.

Kibble Guardian (lvl 4)

For these watchful kibbles, apply +14 vitality, +1 saves, +1 attacks, +1 DR, and the following abilities.

Alarm[M]: The kibble sets an alarm with a perimeter of up to 10 ft per level. Any unspecified creature that crosses the perimeter evokes either an audible or silent alarm, as the kibble desires. The alarm remains up to 24 hours or until dismissed. The kibble can use this ability at will but can maintain only 1 alarm at a time.

Ghost Bite[M]: For 5 minutes, the kibble's bite attack strikes incorporeal or invisible creatures without a miss chance. Costs 1 vitality.

Healer[M]: An adjacent ally heals 1d4 wounds. Costs 1 vitality.

Keen Senses: Boost Insight and Perception checks by +5.

See Invisibility[M]: As a standard action, the kibble clearly notices for 1 round any invisible or incorporeal creatures within 30 ft.

Swift Blink: This improves Blink to activate as a swift action.

Kibble Seeker (lvl 6)

For these dangerous kibbles, apply +28 vitality, +2 saves, +2 attacks, +2 DR, the kibble guardian's abilities, and the following additional abilities.

Invisibility[M]: The kibble or a licked ally turns invisible for 5 minutes or until the subject attacks, whichever comes first. Invisibility boosts Stealth checks by +10 and blocks line of sight. Costs 2 vitality.

Locate Creature[M]: The kibble concentrates for 1 minute to locate a specific familiar creature or type of creature within 500 ft, learning the creature's distance and direction, if present. Costs 5 vitality.

Resist Energy[M]: For 5 minutes, the kibble or a touched ally enjoys +10 DR against 1 energy type, or +2 DR versus all energy types. Costs 1 vitality.

Taint Immunity: The kibble is immune to the Taint ability.

Wounding Bite: As a swift action, the kibble's next bite attack that round delivers 1d2 wound damage in addition to any other damage dealt. Costs 2 vitality.

Noble Kibble (lvl 8)

For these regal kibbles, apply +42 vitality, +3 saves, +3 attacks, +3 DR, all lesser kibble abilities, and the following additional abilities.

Heroism[M]: As a move action, the kibble or a licked ally enjoy a +2 bonus on all d20 rolls for 5 minutes. Costs 2 vitality.

Mortal Form[M]: A kibble can alter its appearance for 1 hour to blend amongst people. In this form, it enjoys a +10 bonus on Bluff and Disguise checks to appear as a Medium or Small humanoid of its choice. Costs 1 vitality.

Respect: Boost Intimidate and Nobility checks by +5.

Toughness: The kibble's body is a tough fighting machine. Boost its maximum wounds by +3 points.

Ultimate Escape[M]: The kibble teleports up to 120 ft as an immediate action. If the destination space is occupied, it is shunted to the nearest open space and suffers 2d6 pain damage. Costs 5 vitality.

Unshakable Faith: No magical effect can alter this kibble's alignment or the alignment of an adjacent good ally.

Kibble Whelp (lvl 1)

As the standard kibble but remove Dimension Door and Repletion, adjust vitality by -7, and adjust saves, attacks, and DR by -1.

Mecha

This robust construct sports a plasma gun and a cockpit for a pilot.

Appearance & Culture

This muscular, plated, potbellied humanoid construct stands 10 ft tall and weighs 1 ton plus its pilot. Its front hatch affords access to a cockpit. The pilot rides inside and can issue basic commands to fight, cast spells, and otherwise interact in various ways via a control panel inside the cockpit. Most mecha start out gray and acquire a paint job, symbols, and such over time.

Typically, a mecha is used for battle or heavy industrial work such as construction or mining. It is more intelligent than an animal and can link mentally with its pilot, affording it understanding and flexibility. Both parties view their relationship as symbiotic rather than one of master and servant, though the mecha sports a sigil keyed to 1 person as its sole user.

Every mecha has a unique personality. They tend to sport sigils, banners, and similar personalized signs of allegiance and accomplishment. Some even wear capes. Like people and animals, they recognize each other and may cavort on occasion. That said, it is unknown for mecha to form their own plans or organizations. Ultimately, they are simple and obedient technomagical beings that hunger for and take pride in battle. A standard mecha has a value of 4,500 gp.

Mecha (lvl 3)

Mechas have the following statistics.

Type Construct
Size Large
Alignment Lawful neutral or pilot's alignment
DC 16

Senses Darkvision
Perception +0 ; Stealth +0
Languages Mechan plus 1 other language (usually Common)
Initiative +2

Speed 30 ft
Attack d20+5
Weapons Slam (4d6, 3x damage vs stone and metal) or Plasma Gun (3d6, 30 ft range)
Damage +4

Armor Heavy metallic plating ; DR 7
Wounds 15
Vitality 24
Fortitude 17, Reflex 15, Will 11
Special Construct Traits

Q&D Damage +7 ; Vitality 18

Str 18, Con 16, Dex 15, Int 7, Wis 11, Cha 7
Prime Strength and Constitution
Skills Acrobatics +5, Athletics +12, Endurance +13, Mechanics +5

FP 2 ; Deity Dazo, Ezri, Mithrais or Rorax (if evil); or, if its pilot is level 6+, use the pilot's deity instead
Favored Class Fighter, grenadier, gunslinger, lancer or samurai
Treasure Chassis worth 400 gp in scrap parts

Base Abilities

Mechas have the following abilities.

Batteries: A mecha possesses 3 small batteries that supply 15 energy points each (45 total). See RPG page 176 for details.

Cockpit: A mecha seats 1 Medium or Small person in a chest cage 5 ft off the ground that offers a view behind an opaque window with metal bars. Entering or exiting the cockpit takes 1 round.

Construct Traits: A mecha does not bleed and is immune to disease, nausea, and poison. It does not need to breathe, eat or sleep and enjoys a +5 bonus on Endurance checks. It must sleep (power down) to regain vitality. It is immortal and cannot be raised from death if slain. It gains only ½ the benefit of cure spells. However, once daily, it may attempt a DC 15 Mechanics check to regain a number of wound points equal to the check result minus 15.

Control Sigil: Each mecha is keyed at creation to a specific owner using a magical sigil that is imprinted on both the mecha and tattooed on the owner. The mecha only obeys the owner and no one else.

Electrotech Ports: The mecha sports 3 electrotech ports on its chassis. It can use them to recharge electrotech items or to augment itself. Three vitality points convert to 1 energy point.

Endure Elements: A mecha ignores the effects of extreme temperature. It can exist comfortably in conditions between -40° and 140° F without harm. Its gear, including anyone or anything inside the mecha, is also protected. This ability is continuously in effect even when it is unconscious.

Energy Shield: For 5 minutes, the mecha and its cockpit contents enjoy +5 DR against 1 energy type, or +1 DR against all energy types. Requires Battery and Electrotech Ports. Costs 1 vitality.

Ghost Glove: The mecha can produce a ghostly electrotech glove for 2 minutes that allows the pilot to feel and manipulate objects using the mecha's hands and eyes with the same sensitivity and agility as his own. The pilot can also deliver through this hand any abilities that normally affect adjacent foes. Requires Battery and Electrotech Ports. Costs 1 vitality.

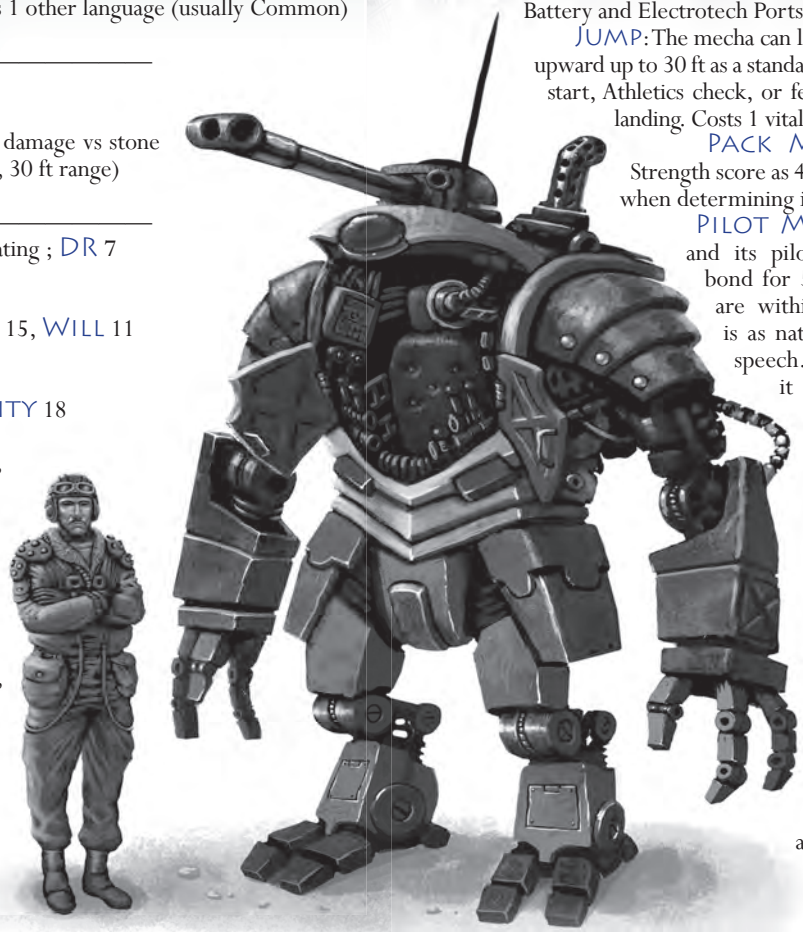
Jump: The mecha can leap outward, downward or upward up to 30 ft as a standard action without a running start, Athletics check, or fear of suffering harm upon landing. Costs 1 vitality.

Pack Mule: Treat the mecha's Strength score as 4 points higher than normal when determining its carry capacity.

Pilot Mindlink[M]: The mecha and its pilot can form a telepathic bond for 5 minutes so long as they are within 30 ft. Communicating is as natural and quick as normal speech. Once the bond is formed, it works over any distance. The mecha can maintain only 1 bond at a time.

Plasma Gun: One target within 30 ft suffers 1d6 damage per level (max 5d6). The damage is ½ fire and ½ electrical. Reflex resists. Requires Battery and Electrotech Ports. Costs 1 vitality.

Spotlight: The mecha can brightly illuminate a 5-ft square up to 90 ft away for 2 minutes. It must indicate a spot, not a creature or object. Requires Electrotech Ports.



Mob

These 10 hooligans and anarchists wreck havoc as a single creature.

Appearance & Culture

A mob is a group of 10 people who engage in combat as a single creature. Compared to monsters or beasts, people with a chaotic mindset can throw down a significant volume of wanton mayhem and creative destruction as a single fighting unit.

Each mob member may be unique—a carnie, mountebank, ruffian, sneak or similar nonmagical professional—however, you can set aside details and treat all members as a single creature for the purpose of combat and combat-related actions such as healing. Often, the mob directs its power to abduct, confuse, humiliate, rob, trip, or even enthrall its foes. Mobs may also simply be angry townies out for blood.

Typically, a mob rallies alongside 1 to 3 specialists. A specialist might be a demonic host, deviant, fleshweaver, occult artist or similar odd-ball townie (RPG pages 259-276). Ideally, a mob is inspired by an alder among those. Treat these specialists separately, since their role and abilities are significant.

Mob (lvl 20)

Mobs have the following statistics.

Type Person (group)
Size Huge (10 spaces) or Large (5 spaces) if Small race
Alignment Any chaotic
DC 30

Senses By race (normal, low-light vision or darkvision)
Perception +5 ; Stealth +7 (or +12 if Small race)
Languages Common plus any 3 racial languages
Initiative +2

Speed 30 ft (or 20 ft if Small race)
Attack d20+13
Weapons Spiked chains (2d4x5) or clubs (1d6x5) or daggers (1d4x5) or rapiers (1d6x5) or light crossbows (1d8x5, 80 ft) or pistols (1d10x5, 50 ft) or polearms (1d10x5, requires 10-ft range) or fists with spiked gauntlets (1d10x5) ; Area Attack Option Each attack targets 1 foe or all foes within a 10-ft cube for ½ damage.
Damage +0
Special No ammo for melee weapons, 25 rounds worth of bolts or 10 rounds worth of bullets.

Armor None or leather ; DR 0 or 6
Wounds By race x 10 (usually 80) ; Degrade For every 1/10 loss of wounds, apply -1 penalty on dice rolls.
Vitality 110
Fortitude 20, Reflex 24, Will 22
Special Once daily, the mob may heal 10 vitality points after 1 minute's rest on a DC 12 Heal check, or ½ that if fail. Also, once daily, it may heal 5d8+10 wound points after 1 minute's rest on a DC 15 Heal check, or ½ that if fail.

Q&D Damage +20 (+10 vs all foes in 10-ft cube) ; Vitality 70

Str 11, Con 10, Dex 15, Int 12, Wis 10, Cha 12
Prime Dexterity and Charisma
Skills Craft +6 (+11 1/day), also +12 Acrobatics or Trick (pick 1) and +6 for any 1 of the following: Bluff, Disguise, Dungeoneering, Music or Streetwise (pick 1) ; 3X Can make 3 different checks per round; or try same skill 3x per round and take the best result.

FP 10 ; Deity Usually Corvis, Maurob, Rorax, Tanish or Thulzuur
Favored Class Bard, gallant, goyle, rogue, shifter or witch
Treasure Used street gear (½ price) for 10 persons includes leather suits (50 gp) plus either spiked chains (125 gp), clubs (5 cp), daggers (10 gp), rapiers (75 gp), light crossbows (175 gp), pistols (1,000 gp), polearms (50 gp) or spiked gauntlets (25 gp).

Base Abilities

Mobs have the following abilities.

Base Member: A mob is based on a level 2 townie of any race and a nonmagical urban profession, typically called a mobbie. This townie has Dexterity as his prime attribute, 3 design points worth of skills, 4 design points toward 2 intermediate abilities, Dodge, and proficiency with either 2 weapon groups or 1 armor and 1 weapon group.

Group Dodge: As an immediate action, the mob declares that it ignores all melee weapon attacks that round before it knows whether it gets hit. Requires Dexterity 15+ and works only in Light or no armor. Costs 2 vitality per member.

Group Traits: A mob is a group of creatures of the same type, and if persons, of similar race and profession. A group's level equals the sum of its member's levels. For all statistics, use a single member's statistics except give it the group subtype, embiggen it by 2 size categories, set attack rolls at the group's level, and adjust 5x for weapon damage and 10x for wound, vitality, and faith points. Boost DR by 3x. Also, for skills, apply a +2 group bonus since members aid each other, and a group can make 3 different skill checks per round or try the same skill 3x per round and take the best result. Groups heal at 10x the rate of a single member. The group gains an Area Attack Option: Instead of targeting 1 foe, it may target all foes within a 10-ft cube within range for ½ the usual damage. A group can freely pass through or co-occupy spaces occupied by others, suffers 3x damage against area attacks, and ignores all attacks and effects against single targets that aid or hinder, except those that alter hit points. Finally, a group's performance may degrade: For every 1/10 loss of wound points, apply -1 penalty on dice rolls with a cumulative 10% chance to flee unless it resists using Will against its foe's attack. A group that falls below 0 wounds is defeated, though 50% of the group's members survive so long as it does not die and is stabilized.

Bonus Abilities

A mob knows 2 abilities from the following list.

Band of Thieves: The mob enjoys a +4 bonus on Appraise, Insight, Perception, Stealth, and Trick checks.

Enthralling Performance: The mob distracts all non-allied persons and animals, plus 1 other creature type, within 30 ft if it beats targets' Will. Affected targets do not move or attack and suffer a -5 penalty on Perception checks. However, if an attack roll occurs within the area, the effect immediately ends. Otherwise, the effect lasts as long as the mob plays music, speaks or otherwise performs as a standard action each round to a maximum of 1 hour. Costs 10 vitality, or 20 if the target is not a person or animal.

Humiliation: All adjacent persons are dazed for 1 round, fall prone, burst into tears, and soil themselves, with a 20% chance for each nonmagical item on a target to be broken or otherwise ruined. Will resists. Costs 2 vitality per target.

Snatch: The mob targets up to 10 items held or worn by adjacent foes. If the mob beats a target's Reflex, it takes the item for itself. Mob members must have at least 1 free hand and the objects must be 50 pounds or less (or 30 pounds if mob members are Small). If a target holds an item in 2 or more hands or wears it (such as around its wrist, neck or waist) then apply a -5 penalty to the mob's attack.

Stunning Assault: Up to 10 adjacent foes up to size Medium, or 1 adjacent Large foe, is stunned and knocked prone for 1d4 rounds. Will resists. Costs 2 vitality per Medium target or 10 vitality for a Large target.

Urban Movement: In urban areas, the mob enjoys +10 ft speed and ignores difficult terrain.

Vitality Surge: Once daily the squad regains 10d6 vitality.

Wanton Destruction: The mob causes 1d6 damage per 2 levels (max 10d6) to all adjacent non-living things. Typically, this shatters nonmagical objects, sunders a single nonmagical object weighing up to 100 pounds, or helps open a 5-ft-square hole in a fence or wooden wall. Costs 10 vitality.

Wilding: Up to 10 adjacent foes suffer 1d6 damage per 2 levels (max 10d6) as the mob applies all its passion and might in a fury of attacks to defeat its foes. Costs 2 vitality per target.

Posse

These 5 soldiers and their warhorses are a formidable fighting unit.

Appearance & Culture

A posse is a group of 5 pairs of soldiers and their warhorses or war ponies that together engage in combat as a single creature. Together they enjoy speed and strength with sharp minds and ready blades. They can pose a serious challenge as a single fighting unit.

Each posse member is called a hunter, hussar or mountie; and while he may be unique—a cavalier, rough rider, stormtrooper, undying warrior, viking raider or such—you can set aside details and treat all members as a single creature for the purpose of combat and combat-related actions such as healing. Often, posses patrol as law enforcement, escort important persons, scout war zones, and hunt down fugitives. Given heavy armaments, they may charge into battle as cavalry to soften enemy lines before dismounting to fight or circling around on mounts for multiple charges until enemy lines are broken.

Typically, an alder tactician or warcrafter accompanies a posse. However, posses are attentive to the dangers of arrows, bullets, and polearms and welcome the company of a weave wizard or similar person capable of providing protective magic.

Posse (lvl 20)

Posses have the following statistics.

TYPE Animal and Person (group)
SIZE Huge (10 spaces)
ALIGNMENT Usually lawful
DC 30

SENSES By race (normal, low-light vision or darkvision), Scent
PERCEPTION +6 ; STEALTH +1 (or +6 if Small race)
LANGUAGES Common plus any racial languages
INITIATIVE +1

SPEED 50 ft (or 40 ft if Small race ; can run at 5x normal speed)
ATTACK d20+14 (+16 martial weapons)
WEAPONS Bite (1d4x3) and 2 hooves (2d6x3) + either longsword (1d8x3) or composite shortbow (1d6x3) or hunting rifle (2d10x3) or spear (1d8x3) ; MULTI-ATTACK Natural weapons + 1 martial weapon ; AREA ATTACK OPTION Each attack targets 1 foe or all foes within a 10-ft cube for ½ damage.
DAMAGE +18 (or +9 vs all foes in 10-ft cube)

ARMOR Chain barding and either studded leather, chainmail or breastplate + light steel shield if using longsword ; DR 12 (apply +3 if shield).
WOUNDS 75 + by race x 5 (usually 115) ; DEGRADE For every 1/10 loss of wounds, apply -1 penalty on dice rolls.
VITALITY 140
FORTITUDE 26, REFLEX 23, WILL 21
SPECIAL Apply +5 bonus to resist fatigue or exhaustion ; can sleep in armor without fatigue the next day ; also, 1/day, the posse may heal 10 vitality points after 1 minute's rest on a DC 12 Heal check, or ½ that if fail. Also, once daily, it may heal 5d8+10 wound points after 1 minute's rest on a DC 15 Heal check, or ½ that if fail.

Q&D Damage +38 (+19 vs all foes in 10-ft cube) ; Vitality 100

STR 19, CON 17, DEX 12, INT 11, WIS 12, CHA 11
PRIME Strength and Constitution
SKILLS Acrobatics +13, Athletics +17, Endurance +15, Handle Animal +13, Heal +6, Intimidate +12, Nobility +5, Survival +6, Warcraft +7 ; 3X Can make 3 different checks per round; or try same skill 3x per round and take the best result.

FP 10 ; DEITY Any (all members share the same deity).
FAVORED CLASS Barbarian, blackguard, fighter, ranger or paladin.

TREASURE Used gear (½ price) for 5 animals and 5 persons includes chain barding (1,500 gp) and either studded leather suits (125 gp) or chainmail suits (750 gp) or breastplate suits (1,000 gp), shields (if any, 45 gp), plus either longswords (75 gp), composite shortbows (185 gp), hunting rifles (3,750 gp) or longspears (25 gp).

Base Abilities

Posse units have the following abilities.

BASE MEMBER: A posse is based on a level 2 townie of any race and a martial profession, typically called a hussar or mountie, plus a level 2 warhorse (RMG, page 165) or war pony for Small persons. The townie has Strength as his prime attribute. He has 3 design points worth of skills, 1 design point toward a basic ability or bonus equipment, and 4 design points that grant weapon and armor proficiency, Mounted Combat, and a +2 bonus on attacks and a +3 bonus on damage. The person and his mount are treated as a single composite level 2 creature for the purpose of Group Traits.

GROUP TRAITS: A posse is a group of creatures of the same type, and if persons, of similar race and profession. A group's level equals the sum of its member's levels. For all statistics, use a single member's statistics except give it the group subtype, embiggen it by 2 size categories, set attack rolls at the group's level, and adjust 5x for weapon damage and 10x for wound, vitality, and faith points. Boost DR by 3x. Also, for skills, apply a +2 group bonus since members aid each other, and a group can make 3 different skill checks per round or try the same skill 3x per round and take the best result. Groups heal at 10x the rate of a single member. The group gains an Area Attack Option: Instead of targeting 1 foe, it may target all foes within a 10-ft cube within range for ½ the usual damage. A group can freely pass through or co-occupy spaces occupied by others, suffers 3x damage against area attacks, and ignores all attacks and effects against single targets that aid or hinder, except those that alter hit points. Finally, a group's performance may degrade: For every 1/10 loss of wound points, apply -1 penalty on dice rolls with a cumulative 10% chance to flee unless it resists using Will against its foe's attack. A group that falls below 0 wounds is defeated, though 50% of the group's members survive so long as it does not die and is stabilized.

MOUNTED COMBAT: Apply a +5 bonus on Handle Animal checks (already reflected in statistics block). Up to 5x per round while mounted, the posse can negate an attack against it by using its mounts as a block on a successful DC 15 Handle Animal check. The mount takes no damage.

SCENT: A posse can detect creatures' presence within 30 ft by sense of smell. If a creature is upwind, the range increases to 60 ft. If it is downwind, the range is 15 ft.

Bonus Abilities

A posse knows 1 ability from the following list.

CHARGE ON THE RUN: This improves Group Charge so that the posse immediately gains +10 ft of movement per swift action expended after using Charge. Costs 1 vitality per member.

FIREARMS CACHE: Each posse member gains 1,000 gp worth of combat gear including a 750 gp rifle and 250 gp worth of bullets and related equipment.

GROUP CHARGE: As a swift action, apply +5 damage per member to the posse's next melee weapon attack roll. The posse must move at least 10 ft in a straight line just prior to using this ability.

VITALITY SURGE: Once daily the posse regains 10d6 vitality.

WOUNDING STRIKE: As a swift action, the posse's next weapon attack delivers 1d10 wound damage in addition to any other damage dealt. Costs 2 vitality per wound point of damage.

Advanced Posse (lvl 30)

This posse has more abilities and recovers quickly. Apply +60 vitality, +5 saves, +5 attacks, +5 DR, and the following abilities.

CROSS-TRAINING: The posse knows 3 additional abilities drawn from the set of bonus abilities above.

SECOND WIND: Once daily after 1 minute of rest, the posse recovers 4d6x10 vitality, limited to its normal maximum vitality.

Squad

These 10 military persons work together as a single creature.

Appearance & Culture

A squad is a group of 10 people who engage in combat as a single creature. Compared to monsters or beasts, people with a lawful mindset and training can work together well as a single fighting unit.

Each squad member may be unique—an archer, infantryman, sailor or similar nonmagical professional—however, you can set aside details and treat all members as a single creature for the purpose of combat and combat-related actions such as healing.

Typically, a squad works alongside 1 to 3 specialists. A specialist might be an aristocrat, healer, stentor, warcrafter or warmage (RPG pages 260, 265, 272, and 274). Ideally, a squad looks to an alder tactician (RPG, pages 273 and 276) as its leader. Treat these specialists separately, since their role and abilities are significant.

Squad (lvl 20)

Squads have the following statistics.

Type Person (group)
Size Huge (10 spaces) or Large (5 spaces) if Small race
Alignment Any lawful
DC 30

Senses By race (normal, low-light vision or darkvision)
Perception +8 ; Stealth +2 (or +7 if Small race)
Languages Common plus any racial languages
Initiative +0

Speed 30 ft (or 20 ft if Small or in breastplate, or 15 ft if both)
Attack d20+14 (+12 if attack 2x)
Weapons Longswords (1d8x5) or composite longbows (1d8x5, 110 ft) or hunting rifles (2d10x5, 80 ft) or halberds (1d10x5, requires 10-ft) or longspears (1d8x5, 10 ft reach) ; Rapid-Attack ; Area Attack Option Each attack targets 1 foe or all foes within a 10-ft cube for ½ damage.
Damage +25 (or +10 for rifles, or +12 vs all foes in 10-ft cube)
Special No ammo for melee weapons, 25 rounds worth of arrows or 10 rounds worth of bullets.

Armor Studded leather or chainmail or breastplate + light steel shield if using longsword ; DR 9, 12 or 15 (apply +3 if shield).
Wounds By race x 10 (usually 80) ; Degrade For every 1/10 loss of wounds, apply -1 penalty on dice rolls.
Vitality 110
Fortitude 23, Reflex 22, Will 22
Special Once daily, the squad may heal 10 vitality points after 1 minute's rest on a DC 12 Heal check, or ½ that if fail. Also, once daily, it may heal 5d8+10 wound points after 1 minute's rest on a DC 15 Heal check, or ½ that if fail.

Q&D Damage +45 (+22 vs all foes in 10-ft cube) ; Vitality 70

Str 15, Con 12, Dex 11, Int 10, Wis 12, Cha 10
Prime Strength and Constitution
Skills Athletics +14, Endurance +8, Handle Animal +6, Heal +8, Intimidate +12, Survival +6, Warcraft +7 ; 3x Can make 3 different checks per round; or try same skill 3x per round and take the best result.

FP 10 ; Deity Usually Dazo, Mithrais, Palendine, Phane or Solari.
Favored Class Barbarian, fighter, gunslinger, monk, paladin or ranger
Treasure Used war-gear (½ price) for 10 persons includes studded leather suits (125 gp) or chainmail suits (750 gp) or breastplate suits (1,000 gp), shields (if any, 45 gp), plus either longswords (75 gp), composite longbows (500 gp), halberds (50 gp), hunting rifles (3,750 gp) or longspears (25 gp).

Base Abilities

Squads have the following abilities.

Base Member: A squad is based on a level 2 townie of any race and a nonmagical martial profession, typically called a squadie. This townie has Strength as his prime attribute, 4 design points worth of skills, 1 design point toward a basic ability or bonus equipment, and 4 design points that grant weapon and armor proficiency, Rapid Attack, a +2 bonus on attacks, and a +3 bonus on damage.

Group Traits: A squad is a group of creatures of the same type, and if persons, of similar race and profession. A group's level equals the sum of its member's levels. For all statistics, use a single member's statistics except give it the group subtype, embiggen it by 2 size categories, set attack rolls at the group's level, and adjust 5x for weapon damage and 10x for wound, vitality, and faith points. Boost DR by 3x. Also, for skills, apply a +2 group bonus since members aid each other, and a group can make 3 different skill checks per round or try the same skill 3x per round and take the best result. Groups heal at 10x the rate of a single member. The group gains an Area Attack Option: Instead of targeting 1 foe, it may target all foes within a 10-ft cube within range for ½ the usual damage. A group can freely pass through or co-occupy spaces occupied by others, suffers 3x damage against area attacks, and ignores all attacks and effects against single targets that aid or hinder, except those that alter hit points. Finally, a group's performance may degrade: For every 1/10 loss of wound points, apply -1 penalty on dice rolls with a cumulative 10% chance to flee unless it resists using Will against its foe's attack. A group that falls below 0 wounds is defeated, though 50% of the group's members survive so long as it does not die and is stabilized.

Bonus Abilities

A squad knows 1 ability from the following list.

Bull Rush: The squad shoves all adjacent targets. If the squad beats the targets' Fortitude, the targets are pushed back 1d4 x 5 ft. The squad must move at least 10 ft in a straight line just prior to using this ability.

Endure Elements: The squad ignores effects of extreme temperature. It can exist comfortably in conditions between -40° and 140° F without harm. Its gear is also protected. This ability is continuously in effect even when it is unconscious.

Firearms Cache: Each member of the squad gains 1,000 gp worth of combat gear including a 750 gp rifle and 250 gp worth of bullets and related equipment.

Grapple: The squad grapples an adjacent foe up to size Huge when it has 1 free hand (no shields, rifles or polearms in use) and beats the foe's Fortitude. A grappled creature cannot move from its space and can only use a Light melee weapon that is already in hand. Each round, the squad must expend a move action to maintain the grapple, and the foe can try to beat its Fortitude as a standard action to break the grapple. If the squad desires, it can block a grappled foe's mouth with a spare hand (thus, no weapons) to prevent speech.

Rather than target 1 foe, the squad can target all foes within a 10-ft cube; each must resist using Fortitude or be grappled.

Hustle: As a swift action up to 1/round, the squad gains a bonus move action. Costs 1 vitality per member.

Infiltrator: The squad moves quietly and attentively through shadows. It enjoys a +5 bonus on Perception and Stealth checks.

Keen Vision: The squad enjoys a +5 bonus on Perception checks, or +10 when attempting to spot a foe at a distance.

Vitality Surge: Once daily the squad regains 10d6 vitality.

Wounding Strike: As a swift action, the squad's next weapon attack delivers 1d10 wound damage in addition to any other damage dealt. Costs 2 vitality per wound point of damage.

Advanced Squad (lvl 30)

This squad has more abilities and recovers quickly. Apply +50 vitality, +5 saves, +5 attacks, +5 DR, and the following abilities.

Cross-Training: The squad knows 3 additional abilities drawn from the set of bonus abilities above.

Second Wind: Once daily after 1 minute of rest, the squad recovers 4d6x10 vitality, limited to its normal maximum vitality.

Vivilor

This ambiguous supernatural being is a repository for occult spirits.

Appearance & Culture

Vivilors are lost souls that wander, empty and confused for eternity in the Astral Realm, particularly in its most remote reaches. They are humanoid with a motley mix of monstrous characteristics, and their visage is ugly, their manner uncouth, and their temperament acidic. They can be savagely brutal. The more powerful among them sport piercings, scars, tattoos, and other body modifications. Their toolkits, if any, are drawn from their own bodies. Some vivilors wander alone but most roam in herds. Because they rely on the meat of aberrations, fiends, and undead to sustain themselves and activate their occult powers, they are hunters and bitter foes of these creatures and often end up as unreliable allies of convenience for adventurers.

Vivilor (lvl 1)

Vivilors have the following statistics.

Type Typeless
Size Medium
Alignment: Usually neutral evil
DC 12

Senses Darkvision
Perception +11 ; Stealth +12
Languages Abyssal, Infernal, Undercommon; understands but rarely speaks Common
Initiative +1

Speed 30 ft
Attack d20+2
Weapons Claws (1d6) and bite (1d4)
Damage +1

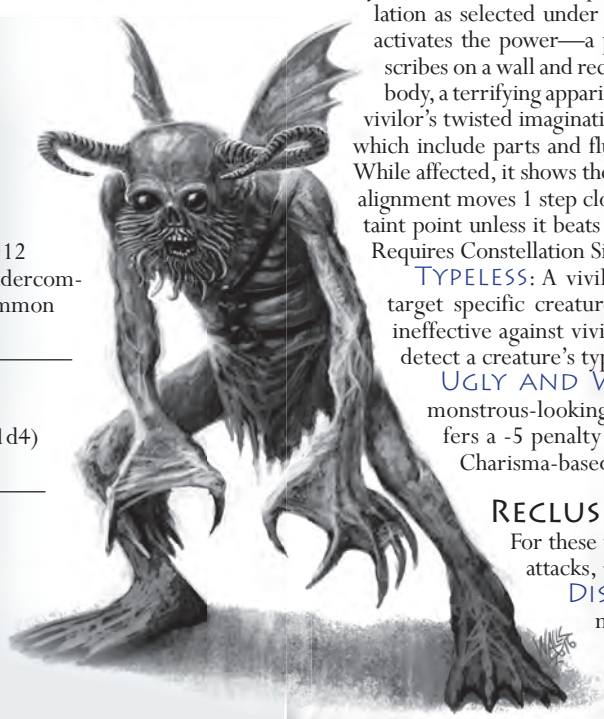
Armor Tough hide ; DR 4
Wounds 7
Vitality 7
Fortitude 13, Reflex 14, Will 11
Special Occult spirit

Q&D Damage +1 ; Vitality 5

Str 12, Con 11, Dex 15, Int 7, Wis 13, Cha 6
Prime Dexterity and Wisdom
Skills Acrobatics +10, Athletics +4, Intimidate +4, plus below

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FP 1 ; Deity Usually Lilith (pain) or Nefriti (death). If more neutral, Kronos (time), Nornir (fate) or Voktra (travel). Otherwise, Anubis (tombs) if lawful, Cosmina (space) if good, Maurob (dreams) if chaotic, or Thulzuur (destruction) if evil.
Favored Class Magister, psion, ranger, rogue or shaman
Treasure Toolkit of any kind up to 10 pounds and 250 gp in worth. Only a vivilor can use the tools, which are a part of its body.



Base Abilities

Vivilors have the following abilities.

Arcane Tracker: Boost Survival checks by +5, or by +10 when tracking aberrations, fiends, and undead.

Constellation Sign: Select 1 constellation sign such as Genie, Tree or Wolf. Whenever the vivilor is in a time or space ruled by this sign, it enjoys a +1 bonus on all dice rolls and saves. The signs link to months of the year and creature types (see RPG page 251).

Jump: A vivilor can leap outward, downward or upward up to 30 ft as a standard action without a running start, Athletics check, or fear of harm on impact. Costs 1 vitality.

Mortal Skills: A vivilor enjoys a +5 bonus on any 2 skills. These reflect its skills during mortal life.

Pseudo-Kit[M]: As a swift action, a vivilor can show or conceal within its body the contents of a personal 10-pound, 250 gp toolkit.

Resist Void: When exposed to void conditions, a vivilor suffers no ill effect for the first 3 rounds. Then on the 4th round, it reacts as if just exposed to void conditions. Requires Taint Aura.

Spider Climb[M]: The vivilor gains a climb speed of 30 ft for 5 minutes. While climbing, it is not defenseless and enjoys a +10 bonus on Athletics and Acrobatics checks. Costs 2 vitality.

Swim Spell[M]: For 5 minutes, the vivilor has a Swim speed of 30 ft and enjoys a +10 bonus on Athletics checks in water. Costs 1 vitality.

Taint Aura[M]: As a swift action, an adjacent living creature must resist using Will or gain 1 point of taint. When a creature's taint exceeds its Wisdom score, its goes insane.

Three-Fold Occult Spirit[M]: Three times daily for 2 minutes, the vivilor gains the benefits of 1 occult spirit (page 160). It always draws on the same spirit, which belongs to the same constellation as selected under Constellation Sign. The way the vivilor activates the power—a potion it conjures and drinks, words it scribes on a wall and recites, a squirming tattoo it imprints on its body, a terrifying apparition that possesses it, etc—rests with the vivilor's twisted imagination. Each use expends 2 gp in materials, which include parts and fluids of aberrations, fiends, and undead. While affected, it shows the spirit's "appearance" on its body and its alignment moves 1 step closer to neutral evil. Afterward, it gains 1 taint point unless it beats its own Will. Exorcism ends the effect. Requires Constellation Sign. Each use costs 2 vitality.

Typeless: A vivilor lacks a creature type. Abilities that target specific creatures only such as persons or fiends are ineffective against vivilors, for better or worse. Abilities that detect a creature's type return no information.

Ugly and Weird: A vivilor is an ugly, twisted, monstrous-looking version of its once-mortal self. It suffers a -5 penalty on Comeliness and a -5 penalty on all Charisma-based skill checks.

Recluse Vivilor (lvl 2)

For these vivilors, apply +7 vitality, +1 saves, +1 attacks, +1 DR, and the following abilities.

Displacement[M]: For 5 minutes, melee and ranged attacks against it suffer a 50% miss chance. Costs 5 vitality.

Recluse Vivilor Skills: Apply a +2 bonus on Craft, Mechanics, Stealth, Survival, and Trick checks.

Noble Vivilor (lvl 5)

These powerful vivilors cultivate a new kind of humanity. Apply +28 vitality, +2 saves, +2 attacks, +2 DR, and the following abilities.

Armaments: The vivilor is familiar with Light armor plus any 2 weapon groups such as firearms and light blades.

Disguise Self: The vivilor's surface traits—hair color, garment style, gender, voice pitch, etc—transmute to grant it a +10 bonus on Disguise checks for 1 hour. It can grow or shrink 1 ft and modify its Comeliness by +/- 5 points. Costs 1 vitality.

Dodge: As an immediate action, the vivilor can ignore 1 melee weapon attack before it knows whether it has been hit. Requires Dexterity 15+ and works only in light or no armor. Costs 2 vitality.

Fly: This vivilor can fly at speed 30 ft. It drops gently to the ground if it becomes incapacitated while airborne. Costs 1 vitality per minute of use.

Noble Vivilor Skills: Apply a +5 bonus on Acrobatics, Bluff, History, and Nobility checks.

Scent: The vivilor can detect creatures within 30 ft by sense of smell. If a creature is upwind, the range increases to 60 ft. If it is downwind, the range drops to 15 ft.

Triple Spirit Power: This vivilor knows 3 spirits and once daily can select 1 and know its abilities for 2 minutes. See Three-Fold Occult Spirit regarding details of activation and use. Costs 2 vitality.

Wounding Bite: Each bite from this vivilor deals 1d4 wound damage in addition to any other damage dealt.

Critters

Critters are typically smallish mundane animals found on farms and even in people's homes as well as the wild. They are largely harmless unless threatened and often make good traveling companions.

Characters may take critters as pets or guard animals. Many also appear on farms to perform labor or provide food. Most critters can wear barding, which is wise when joining their masters on adventures. Unless trained to attack, critters shy away from combat unless their master is harmed, and they flee if they suffer wound damage.

Due to their simple role, critters appear with pithy statistics. All critters are animals at level 0, built with 5 design points (RPG, page 39), and count as ½ of a level when appropriate. For this reason, no single critter is inherently better as a pet, climate and role aside. Assume a critter's generic DC is 10. Critters cannot take class levels, lack a Q&D option, and keep no treasure unless stated otherwise. That said, critters have patron deities who oversee their welfare and may aid them in times of need. Moreover, pages 248 and 252 offer rules for improving critters into familiars or naturally exceptional specimens that can become characters in their own right (behold, electrotech apes!)

You can buy, breed, raise, and race critters, though geography and local customs may limit options or alter prices. You can coerce a critter on a DC 15 Handle Animal check. Some critters can learn tricks from anyone. A typical critter costs 2 gp to 10 gp, or up to 25 gp if trained.

Anura (lvl 0)

This frog or toad is a tiny 6-inch amphibian with camouflaging skin, powerful hind legs for jumping, and a sticky poisonous tongue. It cannot be trained.

Type Tiny Neutral Animal
Senses Low-light ; Perception +12 ; Stealth +22 (+27 when hiding in natural environments)
Initiative +2

Speed 10 ft , Swim 20 ft
Attack d20+2 ; Bite (1d3-4, reach 2½ ft) or Tongue (0 + poison, 5-ft reach)
DR 1 (rubbery hide) ; WP 2 ; VP 4
Fort 14, Reflex 20, Will 18

Str 2, Con 15, Dex 14, Int 1, Wis 14, Cha 4
Prime Constitution and Wisdom
Skills Acrobatics +4 (+12 jumping), Endurance +17
Deity Ymuri

Amphibious: An anura breathes in water as easily as it breathes in air. However, it must stay moist. It can remain out of water for 4 hours + 1 hour per level. Afterward, it suffers 1 vitality damage per hour until it fully immerses itself in water for at least 1 hour.

Dodge: As an immediate action, an anura may ignore 1 melee weapon attack before it knows whether it's hit. Works only in Light or no barding. Costs 2 vitality.

Lone Hunter: An anura cannot be surprised when alone.

Poison Tongue: As a standard action, the anura transmits a mild poison using its tongue. An adjacent foe must resist using Fortitude or suffer 1d4 vitality damage, with a 50% chance to suffer an additional 1d4 vitality damage 5 minutes later.

Persons and animals that suffer the additional damage also contract warts, a mild disease that appears 1d3 days later to inflict a ongoing -2 penalty on Comeliness. Warts can be removed with Cure Ailment or Herbalist.

Standing Leap: An anura possess incredibly powerful hind legs and makes Athletics checks to jump without getting a running start at no penalty.

Swamp Resistances: An anura enjoys a +5 bonus on saves to resist the effects of natural poison and disease.

Ape (lvl 0)

This hairy, lumbering, territorial biped stands up to 8 ft and weighs as much as 400 pounds. It's usually shy when left alone but can get aggressive and make a loud show of force when threatened.

Type Large Neutral Animal
Senses Low-light, Scent ; Perception +6 ; Stealth +7
Initiative +2

Speed 30 ft , Climb 30 ft
Attack d20+2 ; 2 Slams (1d6+2)
DR 3 (thick furry hide) ; WP 15 ; VP 4
Fort 16, Reflex 14, Will 11

Str 15, Con 14, Dex 15, Int 3, Wis 12, Cha 7
Prime Strength and Dexterity
Skills Acrobatics +7, Athletics +12 (+17 climbing or brachiating)
Deity Modekar

Brachiate: For 5 minutes, an ape can move through trees at its normal land speed by using its arms to swing to/from branches. Each move action requires a DC 15 Athletics check. It falls on a natural 1. The area must be at least lightly wooded, with trees less than 15 ft apart, and the ape must have 2 free hands and Light or no armor. Requires Strength 13+. Costs 2 vitality.

Badger (lvl 0)

The badger is a furry animal with a squat, powerful body. Its strong forelimbs are armed with long claws for digging. An adult badger is 2 to 3 ft long and weighs 25 to 35 pounds.

Type Small Neutral Animal
Senses Low-light, Scent ; Perception +6 ; Stealth +13
Initiative +3

Speed 30 ft , Burrow 10 ft
Attack d20+3 ; Bite (1d3-1) and 2 Claws (1d2-1) ; MA
DR 1 (fur) ; WP 5 ; VP 4
Fort 14, Reflex 15, Will 11

Str 8, Con 15, Dex 17, Int 2, Wis 12, Cha 6
Prime Constitution and Dexterity
Skills Acrobatics +13, Athletics +4, Endurance +12, Survival +6 (+11 in temperate wilds)
Deity Rorax

Dodge: As an immediate action, the badger ignores 1 melee weapon attack before it knows whether it is hit. Requires Dexterity 15+ and works only in Light or no barding. Costs 2 vitality.

Rage: Once daily as a swift action, the badger can fly into a rage for 2 minutes. In a rage, it temporarily gains a +1 bonus on Will and attack rolls, delivers +5 damage, and enjoys +5 vitality. The bonus vitality goes away when the rage ends. While raging, it cannot use any Charisma-, Dexterity- or Intelligence-based skills except Acrobatics. It cannot use abilities that require concentration, activate craft abilities or magic abilities except boons from its deity, or activate magic items except armor and weapons. It may prematurely end the rage as a swift action. After raging, the badger loses the rage modifiers and restrictions and is fatigued for 5 minutes (unless is has Tireless Rage).

Bat (lvl 0)

Bats are nocturnal flying mammals. They come in hundreds of species in every terrain and climate. Few are blood-sucking. The statistics presented here describe small, insectivorous bats.

Type Tiny Neutral Animal
Senses Blindsense 120 ft ; Perception +17 ; Stealth +18
Initiative +8

SPEED 5 ft, FLY 40 ft
ATTACK d20+3 ; Bite (1d2-4 + disease, reach 2½ ft)
DR 0 ; WP 2 ; VP 2
FORT 12, REFLEX 20, WILL 12

STR 1, CON 10, DEX 17, INT 2, WIS 14, CHA 4
PRIME Dexterity and Wisdom
SKILLS Acrobatics +13 (+23 flying), Survival +12 (+22 caves)
DEITY Nefriti

AMAZING BLINDSENSE: A bat can use echolocation. As a swift action, it emits noises that pin-point locations of creatures within 120 ft in all directions.
DISEASED BITE: On a successful bite attack, the target contracts a mundane disease (RPG, page 238) unless Fortitude resists.

BOAR (LVL 0)

This ill-tempered, tenacious swine is 2-4 ft long and weighs 65-95 pounds. It is alert and tough with a keen nose. It cannot learn tricks but is a good combatant.

TYPE Small Neutral Animal
VISION Low-light ; PERCEPTION +6 ; STEALTH +2
INITIATIVE +0

SPEED 40 ft
ATTACK d20+3 ; Gore (1d8+2)
DR 3 (thick hide) ; WP 8 ; VP 5
FORT 15, REFLEX 11, WILL 12

STR 15, CON 17, DEX 10, INT 2, WIS 13, CHA 4
PRIME Constitution and Strength
SKILLS Athletics +12, Acrobatics +2, Endurance +10, Intimidate +12, Survival +6 (+11 when tracking in natural environments)
DEITY Phane

CHARGE: As a swift action, apply +5 damage to the boar's next melee attack. The boar must move at least 10 ft in a straight line just prior to using this ability.
DIEHARD: When a boar falls below 0 wound points, it is not unconscious. Instead it is conscious and can continue to take a single move or standard action each round until it reaches -10 wounds, at which time it dies.
LONE HUNTER: A boar cannot be surprised when alone.
SCENT: A boar can detect other creatures' presence within 30 ft by sense of smell. If a creature is upwind, the range increases to 60 ft. If it is downwind, the range drops to 15 ft.

CAMEL, RIDING (LVL 0)

This large, long-necked mammal is at home in arid regions. It has long slender legs, broad cushioned feet, and 1 or 2 fat-filled humps on its back. It can survive for long periods without food or drink.

TYPE Large Neutral Animal
VISION Low-light, Scent ;
PERCEPTION +5 ; STEALTH +0
INITIATIVE +3

SPEED 50 ft
ATTACK d20+4 ; BITE (1d2+4, reach 2½ ft) or KICK (2d4+4)
DR 2 (hide) ; WP 12 ; VP 4
FORT 16, REFLEX 13, WILL 12

STR 18, CON 15, DEX 16, INT 2, WIS 11, CHA 3
PRIME Strength and Constitution
SKILLS Endurance +12
DEITY Anubis

DAZING SPITTLE: One target within 10 ft must resist using Reflex or suffer 1 vitality damage and be dazed for 1 round. A camel can use this ability once every 5 rounds.
ENDURE ELEMENTS: The camel ignores the effects of extreme temperatures. It can exist comfortably in conditions between -40° and 140° F without harm. Its gear is also protected. This ability is continuously in effect even when it is unconscious.
IMPROVED CARRY CAPACITY: The camel can carry 250 pounds, or 1 Medium or 2 Small creatures, in addition to any other weight normally allowed for it, and not be overloaded, and can drag up to 1,250 pounds or support +8 encumbrance slots. It must have Pack Mule or be size Large or larger, either naturally or by magic, in order to benefit from this ability.
WATER RESERVE: A camel at full-health can survive up to 2 months with no water rations.

CAT (LVL 0)

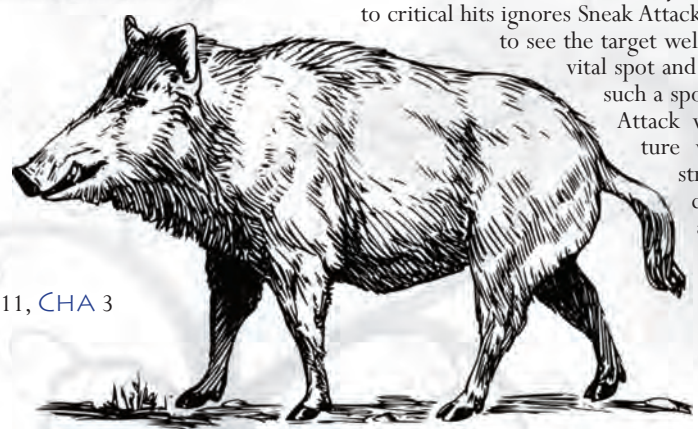
This noble, domesticated feline is 1 ft long and weighs 10-12 pounds. It is alert, highly agile, stealthy, and able to deliver a painful jab. Cats will not do tricks.

TYPE Tiny Neutral Animal
VISION Low-light ; PERCEPTION +11 (+16 at night when alone) ; STEALTH +23
INITIATIVE +3

SPEED 30 ft
ATTACK d20+3 ; Claws or Bite (1d3-4, reach 2½ ft)
DR 0 (light fur) ; WP 2 ; VP 2
FORT 10, REFLEX 17, WILL 17

STR 3, CON 10, DEX 17, INT 3, WIS 12, CHA 7
PRIME Dexterity and Wisdom
SKILLS Acrobatics +28, Athletics +0 (+4 when jumping), Bluff +3, Nobility +0
DEITY Tanish

EVASION: A cat can avoid falling and many attacks with great agility. When it successfully resists an attack or effect using Reflex, it takes no damage as it dodges and tumbles, even if it would normally suffer a partial effect. It still takes full damage when it fails to resist. A cat loses this benefit when it is helpless or wearing barding.
LONE HUNTER: A cat cannot be surprised when alone.
SCENT: A cat can detect other creatures' presence within 30 ft by sense of smell. If a creature is upwind, the range increases to 60 ft. If it is downwind, the range drops to 15 ft.
SNEAK ATTACK: When a foe is dazed, surprised, helpless or otherwise defenseless, apply +1 to the cat's attack roll and +5 damage. Ranged attacks count as sneak attacks only if the target is within 30 ft. Sneak Attack only works against living creatures and creatures with discernible weak points—oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits ignores Sneak Attack. The cat must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. It cannot use Sneak Attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach. A grappled creature is not helpless or defenseless.



Cave Cricket (lvl 0)

This insect is an unnaturally large, dog-sized cricket. Its body is 3 ft long and pale gray. Its chirping can be heard to a range of 300 ft. While usually harmless, a cave cricket can kick and leap if attacked.

Type Small Neutral Animal
Senses Darkvision ; Perception +5 ; Stealth +5
Initiative +0

Speed 30 ft
Attack d20+2 ; 2 Kicks (1d3+1)
DR 4 (carapace) ; Wp 5 ; Vp 4
Fort 14, Reflex 17, Will 15 ; Add +5 to resist maneuvers

Str 13, Con 14, Dex 10, Int 1, Wis 10, Cha 7
Prime Strength and Constitution
Skills Acrobatics +5 (+10 jumping), Athletics +11 (+16 jumping), Music +3, Survival +5
Deity Cosmina

Chirp: Up to 1/round, a cave cricket can chirp loudly. Creatures within 20 ft cannot be heard that round unless they scream and they must resist using Will to successfully activate a magic ability (but not a magic item). Deaf spellcasters are immune.
Defensive Maneuvers: When a foe targets the cave cricket with the Disarm, Feint, Grapple, Sunder or Trip ability, it enjoys a +5 bonus to resist the ability.
Jump: You leap outward, downward or upward up to 30 ft as a standard action without a running start, Athletics check, or fear of harm on impact. Costs 1 vitality.

Compsognathus (lvl 0)

This small bipedal carnivorous dinosaur is 3 ft long and weighs 15 pounds. It has a snake-like neck and head, a bird-like body with strong legs for running, and a long whip-like tail. Compsognathus run in packs.

Type Small Neutral Animal
Senses Low-light, Scent ; Perception +5 ; Stealth +15
Initiative +7

Speed 40 ft, Swim 20 ft
Attack d20+2 ; Bite (1d3-1 + poison, reach 2½ ft)
DR 1 (light hide) ; Wp 2 ; Vp 4
Fort 14, Reflex 19, Will 10

Str 8, Con 14, Dex 15, Int 2, Wis 11, Cha 5
Prime Dexterity and Constitution
Skills Athletics +4 (+9 swimming), Intimidate +2, Survival +3
Deity Maurob

Poison Bite: As a swift action, the compsognathus transmits a mild poison as part of its next bite attack that round. An adjacent foe must resist using Fortitude or suffer 1d4 vitality damage, with a 50% chance to suffer an additional 1d4 vitality damage 5 minutes later.
Scent: A compsognathus can detect other creatures' presence within 30 ft by sense of smell. If a creature is upwind, the range increases to 60 ft. If it is downwind, the range drops to 15 ft.

Constrictor (lvl 0)

Constricor snakes are usually not aggressive and withdraw when confronted. They hunt for food but do not attempt to make a meal out of any creature that is too hard to constrict.

Type Medium Neutral Animal
Senses Scent ; Perception +6 ; Stealth +8
Initiative +8

Speed 20 ft, Swim 20 ft, Climb 20 ft
Attack d20+3 (Grapple +8) ; Bite (1d3+3)
DR 2 (fine scales) ; Wp 10 ; Vp 3
Fort 15, Reflex 15, Will 11

Str 17, Con 13, Dex 17, Int 1, Wis 12, Cha 2
Prime Strength and Dexterity
Skills Acrobatics +13, Athletics +13, Survival +6
DeityNornir

Improved Grapple: The constrictor grapples an adjacent foe up to 1 size larger when its tail is free and it beats the target's Fortitude. Apply a +5 bonus to initiate or resist grappling. A grappled creature cannot move from its space and can only use a Light melee weapon that is already in hand. Each round, the constrictor must expend a move action to maintain the grapple, and the foe can try to beat the constrictor's Fortitude as a standard action to break the grapple. If the constrictor desires, it can cover a grappled foe's mouth or suppress its windpipe to prevent speech.
Lone Hunter: A constrictor cannot be surprised when alone.

Crab, Primeval (lvl 0)

This squat dog-sized aquatic vermin sports a hard lustrous shell, large serrated pincer claws, and 8 additional limbs. They live in water, explore on land, and often dig holes for safety and comfort.

Type Small Neutral Animal
Senses Low-light ; Perception +5 ; Stealth +4
Initiative +2

Speed 20 ft, Swim 20 ft, Burrow 10 ft
Attack d20+2 ; 2 Claws (1d4)
DR 4 (thick carapace) ; Wp 5 ; Vp 2
Fort 16, Reflex 19, Will 12

Str 10, Con 11, Dex 15, Int 1, Wis 10, Cha 2
Prime Dexterity and Constitution
Skills Athletics +5 (+10 swimming), Endurance +8, Intimidate +3, Survival +3
Deity Dazo

Amphibious: A primeval crab breathes in water as easily as it breathes in air. However, it must stay moist. It can remain out of water for 4 hours + 1 hour per level. Afterward, it suffers 1 vitality damage per hour until it fully immerses itself in water for at least 1 hour.
Burrow: A primeval crab has a burrow speed of 10 ft. It can move through earth but not stone or metal. It leaves a path in its wake.
Grab: When a primeval crab hits using its Claws attack, it can use Grapple as a swift action.
Improved Grapple: This crab can grapple an adjacent foe up to 1 size larger when it has 1 claw free and beats its foe's Fortitude. Apply a +5 bonus to initiate or resist grapples. A grappled creature cannot move from its space and can only use a Light melee weapon that is already in hand. Each round, the primeval crab must expend a move action to maintain the grapple, and the foe can try to resist using Fortitude as a standard action to break the grapple.

Crocodile, Caiman (lvl 0)

This small crocodilian predator hunts in and along tropical waters. It runs 3 to 5 ft long with mottled scaly skin that makes it look like floating wood. It is patient and dangerous if hungry or provoked.

Type Small Neutral Animal
Senses Low-light ; Perception +6 ; Stealth +14 (+19 in water)
Initiative +2

Speed 10 ft ; Swim 30 ft

ATTACK d20+2 ; Bite (1d4)
DR 3 (tough hide) ; WP 5 ; VP 4
FORT 19, REFLEX 19, WILL 11

STR 13, CON 15, DEX 14, INT 2, WIS 12, CHA 2
PRIME Constitution and Dexterity
SKILLS Athletics +6 (+11 swimming), Endurance +12, Intimidate +6, Survival +6
DEITY Tiamat

IMPROVED BULL RUSH: A caiman can shove an adjacent target. If it beats its foe's Fortitude, the target is pushed back 1d4 x 5 ft. The caiman must move at least 10 ft just prior to using this ability. Apply a +5 bonus to initiate or resist bull rushes.
CAMOUFLAGE: Apply a +5 bonus on Stealth checks, or +10 when the caiman remains motionless in an outdoor area. The area must afford places to hide, as normal, and the caiman does not benefit when a creature already notices it.
GRAPPLE: The caiman can grapple an adjacent foe up to 1 size larger when it has 1 limb free and beats its foe's Fortitude. A grappled creature cannot move from its space and can only use a Light melee weapon that is already in hand. Each round, the caiman must expend a move action to maintain the grapple, and the foe can try to resist using Fortitude as a standard action to break the grapple.
HOLD BREATH: A caiman can hold its breath for 8x longer than a human and does not suffer effects of over-hydration due to extended immersion in water.
LONE HUNTER: A caiman cannot be surprised when alone.
SPRINT: Once per minute, a caiman may sprint, increasing its land speed by +10 ft for 1 round.

Dog, Hunting (lvl 0)

This faithful, domesticated canine is 2-4 ft long and weighs 45-85 pounds. It is alert and agile with a keen nose. A skilled trainer can teach it tricks.

TYPE Small Neutral Animal
VISION Low-light ; PERCEPTION +11 ; STEALTH +12
INITIATIVE +3

SPEED 40 ft
ATTACK d20+3 ; Bite (1d4+1)
DR 1 (thick fur) or 3 (with barding) ; WP 5 ; VP 4
FORT 12, REFLEX 16, WILL 12

STR 13, CON 15, DEX 17, INT 3, WIS 12, CHA 6
PRIME Dexterity and Wisdom
SKILLS Acrobatics +2, Athletics +2, Insight +2, Intimidate +2, Survival +6 (+11 when tracking in natural environments)
DEITY Ezri

CHARGE: As a swift action, apply +5 damage to the dog's next melee attack. The dog must move at least 10 ft in a straight line just prior to using this ability.
LONE HUNTER: A hunting dog cannot be surprised when alone.
MAJOR TRICKS: A dog may be taught up to 12 tricks that it executes as a standard action upon verbal command in 1 language. Tricks include attack, come, defend, down, fetch, guard, heel, perform, seek, stay, track, and work. Teaching 1 trick requires 1 week and a successful DC 15 Handle Animal check. When commanded, if the situation is confusing or involves danger, or the commander is not the trainer or owner, then the dog only executes the trick on a DC 18 Handle Animal check.
SCENT: A dog can detect other creatures' presence within 30 ft by sense of smell. If a creature is upwind, the range increases to 60 ft. If it is downwind, the range drops to 15 ft.

Donkey (lvl 0)

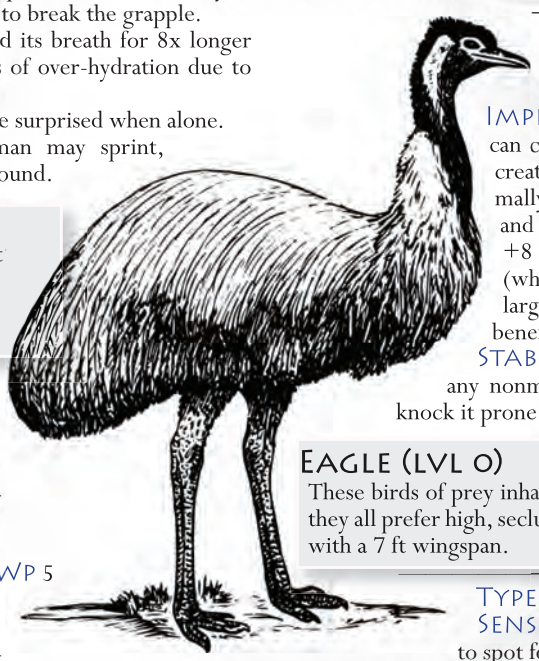
These long-eared, horselike creatures are sure-footed and sturdy and make good pack animals. They can be very stubborn. The statistics presented here could also describe burros or mules.

TYPE Medium Neutral Animal
SENSES Low-light, Scent ; PERCEPTION +5 (+15 to hear at a distance) ; STEALTH +1
INITIATIVE +1

SPEED 30 ft
ATTACK d20+3 ; Bite (1d2+1) or Back Kick (1d6+1 + knock prone + daze)
DR 2 (light hide) ; WP 10 ; VP 3
FORT 15, REFLEX 13, WILL 17

STR 13, CON 16, DEX 12, INT 2, WIS 11, CHA 4
PRIME Strength and Constitution
SKILLS Acrobatics +6, Endurance +18, Survival +5
DEITY Absolom

BACK KICK: An adjacent foe suffers 1d6 damage, falls prone, and is dazed for 1 round. Fortitude resists.
IMPROVED CARRY CAPACITY: A donkey can carry 250 pounds, or 1 Medium or 2 Small creatures, in addition to any other weight normally allowed for it, and not be overloaded, and can drag up to 1,250 pounds or support +8 encumbrance slots. It must have Pack Mule (which is factored in here) or be size Large or larger, either naturally or by magic, in order to benefit from this ability.
STABILITY: Up to 1/round, a donkey can ignore any nonmagical ability that attempts to move it or knock it prone such as Bull Rush or Trip.



Eagle (lvl 0)

These birds of prey inhabit nearly every terrain and climate, though they all prefer high, secluded nesting spots. A typical eagle is 3 ft long with a 7 ft wingspan.

TYPE Small Neutral Animal
SENSES Low-light ; PERCEPTION +13 (+18 to spot foe at at extreme distance) ; STEALTH +13
INITIATIVE +2

SPEED 10 ft, FLY 50 ft (80 ft with Expeditious Flight)
ATTACK d20+2 ; Bite (1d4) or Talons (1d4)
DR 1 (feathers) ; WP 5 ; VP 3
FORT 13, REFLEX 16, WILL 12

STR 10, CON 12, DEX 15, INT 2, WIS 14, CHA 6
PRIME Dexterity and Wisdom
SKILLS Acrobatics +13 (+18 flying)
DEITY Solari

EXPEDITIOUS FLIGHT[M]: As a swift action, apply a +30 ft bonus to the eagle's fly speed for 5 minutes. Costs 1 vitality.
LONE HUNTER: An eagle cannot be surprised when alone.

Emu (lvl 0)

As tall as a human, this large bird seems to be composed mainly of a pair of legs that merge with a round, feathery body. Its long, skin neck supports a rather small head that darts to and fro.

TYPE Medium Neutral Animal
SENSES Low-light ; PERCEPTION +10 ; STEALTH +8
INITIATIVE +3

SPEED 40 ft
ATTACK d20+3 ; KICK (1d3 + daze)
DR 1 (feathers) ; WP 10 ; VP 2
FORT 12, REFLEX 17, WILL 10

STR 14, CON 10, DEX 16, INT 2, WIS 11, CHA 2
PRIME Strength and Dexterity
SKILLS Intimidate +17, Survival +5
DEITY Yaba

DAZING KICK: When the emu successfully kicks a foe, the foe is also dazed for 1 round. Fortitude resists.
DODGE: As an immediate action, the emu ignores 1 melee weapon attack before it knows whether it's hit. Requires Dexterity 15+ and works only in Light or no barding. Costs 2 vitality.
EXPEDITIOUS STRIDE: As a swift action, apply a +30 ft bonus to the emu's land speed for 5 minutes. Costs 1 vitality.
EYE GOUGE: One adjacent foe permanently loses an eye, suffers 1d4 wound damage, and endures a permanent -2 penalty to Perception checks if Reflex fails to resist. Regenerate or Heal restores the eye. Costs 2 vitality.
FEARFUL SQUAWK: All living creatures within 15-ft are shaken for 5 minutes or 1 round if Will resists. Costs 2 vitality.
LONE HUNTER: An emu cannot be surprised when alone.

GOAT, BUSH (LVL 0)

This adaptable, good-natured mammal stands 2-3 ft tall and weighs 55-95 pounds. It likes companionship and is trainable with great patience.

TYPE Small Neutral Animal
VISION Low-light ; PERCEPTION +11 ; STEALTH +8
INITIATIVE +1

SPEED 30 ft
ATTACK d20+3 ; Head-butt (1d4+1) or 2 Hooves (1d3+1 + knock prone)
DR 1 (thick fur) or 3 (with barding) ; WP 5 ; VP 5
FORT 20, REFLEX 13, WILL 12

STR 13, CON 17, DEX 13, INT 2, WIS 12, CHA 6
PRIME Constitution and Wisdom
SKILLS Acrobatics +6 (+11 balancing), Athletics +5 (+11 climbing and jumping), Endurance +13, Insight +11, Survival +8 (+16 find sustenance).
DEITY Corvis

ENDURE ELEMENTS: The bush goat ignores the effects of extreme temperatures. It can exist comfortably in conditions between -40° and 140° F without harm. Its gear is also protected. This ability is continuously in effect even when it is unconscious.
GROUP GRAZER: A goat cannot be surprised when in a group of 5+ allied creatures (including itself).
HOOVES ATTACK: An adjacent target must resist using Fortitude or suffer 1d3 damage and be knocked prone.
IMPROVED BULL RUSH: A goat can shove an adjacent target. If it beats Fortitude, the target is pushed back 1d4 x 5 ft. The goat must move at least 10 ft in a straight line just prior to using this ability. Apply a +5 bonus on the goat's attack, and the goat enjoys a +5 bonus on its save when targeted by Bull Rush.
LONG STRIDER: Boost the goat's land speed by +10 ft for 1 hour. Costs 1 vitality.
MINOR TRICKS: A bush goat may be taught up to 4 tricks that it executes as a standard action upon verbal command in 1 language. Tricks include come, defend, down, and stay. Teaching 1 trick requires 1 month and a successful DC 18 Handle Animal check. When commanded, if the situation is confusing or involves danger, or the commander is not the trainer or owner, then the bush goat only executes the trick on a DC 25 Handle Animal check.

Critters as Familiars

A character can use Summon Familiar to acquire a Tiny or Small critter (level 0 animal) as a familiar. After securing a normal version of the critter as your GM approves, you pay a 25 gp cost in materials for a ritual that transforms the critter into a savvy familiar. The ritual grants the benefits below.

CRITTER FAMILIAR (LVL 2)

Change the animal's type to magical beast and boost it to level 2. Apply +14 vitality, +1 saves, +1 attacks, +1 DR, +1 faith points, and the following abilities.
ADVANCEMENT: The critter may advance in 1 class or townie profession. It must meet the requirements of that class as usual. A typical choice might be barbarian, druid, rogue, shifter, sorcerer or warlock. A critter may not take a second class or profession.
AUSPICE: The critter familiar gains the Auspice ability listed under its patron deity. Auspice improves 3 specific skill checks by +3.
MORTAL BOND: A critter familiar enjoys a special bond with its master, the creature that awakened it by magic. It is completely loyal and does its best to provide aid. The critter familiar and master always know each other's general health and disposition.
RESIST MAGIC: Boost saves by +2 to resist magic abilities.
SENTIENCE: The animal becomes sentient. Boost its Intelligence by +6. It speaks 1 language that you know of your choice such as Common. Also, it may retain its neutral alignment or you may alter its alignment, though the choice must be within 1 step of the critter's patron deity and also within 1 step of your own.
SUPERNATURAL LORE: The critter enjoys a +5 bonus on Arcana and Religion checks.
TOUGHNESS: The critter familiar's maximum wound points permanently increase by +3.
UNNATURAL BOND OF LIFE: A critter familiar does not experience the effects of aging and has a lifespan of 300 years. However, it dies within 1 month after its master dies and does not return to life.

HAWK (LVL 0)

This beautiful bird is 1 to 2 ft long and has a wingspan up to 6 ft. It is keen-eyed and a swift, silent flyer. A skilled trainer can teach it some tricks.

TYPE Tiny Neutral Animal
VISION Low-light ; PERCEPTION +9 (+17 when flying) ; STEALTH +15 (+23 when flying)
INITIATIVE +3

SPEED 10 ft , Fly 60 ft
ATTACK d20+3 ; Talons (1d4-2, reach 2½ ft)
DR 2 (feathery hide) ; WP 2 ; VP 2
FORT 10, REFLEX 16, WILL 13

STR 6, CON 10, DEX 17, INT 2, WIS 14, CHA 5
PRIME Dexterity and Wisdom
SKILLS Acrobatics +13 (+18 when flying)
DEITY Iris

LONE HUNTER: A hawk cannot be surprised when alone.
TRICKS: A hawk may be taught up to 8 tricks that it executes as a standard action upon verbal command in 1 language. Tricks include

attack, come, defend, fetch, guard, scout, seek, and stay. Teaching 1 trick requires 1 week and a successful DC 15 Handle Animal check. When commanded, if the situation is confusing or involves danger, or the commander is not the trainer or owner, then the hawk only executes the trick on a DC 18 Handle Animal check.

Hyena (lvl 0)

Hyenas are pack hunters infamous for cunning and unnerving vocalizations. The statistics presented here are for a striped hyena, which is about 3 ft long and weighs about 120 pounds.

Type Medium Neutral Animal
Senses Low-light, Scent ; Perception +6 ; Stealth +13 (+18 in heavy undergrowth)
Initiative +3

Speed 50 ft
Attack d20+3 ; Bite (1d6+2)
DR 2 ; Wp 10 ; Vp 4
Fort 14, Reflex 15, Will 11

Str 14, Con 15, Dex 16, Int 2, Wis 13, Cha 6
Prime Constitution and Dexterity
Skills Endurance +12, Survival +6
Deity Thulzuur

Improved Swift Trip: As a swift action when the hyena successfully bites an adjacent foe, the foe must resist using Reflex or be knocked to the ground, suffer 1d6 damage, and be made prone. The hyena enjoys a +5 bonus on its attack when doing so.

Lizard, Monitor (lvl 0)

This category includes fairly large, carnivorous lizards from 3 to 5 ft long. Monitor lizards can be aggressive, using their powerful jaws to tear at prey or enemies.

Type Medium Neutral Animal
Senses Low-light ; Perception +6 ; Stealth +7 (+12 in heavy overgrowth)
Initiative +2

Speed 30 ft, Swim 30 ft
Attack d20+3 ; Bite (1d8+3) or Wounding Bite
DR 3 (hide) ; Wp 10 ; Vp 5
Fort 17, Reflex 14, Will 13

Str 17, Con 17, Dex 15, Int 1, Wis 12, Cha 2
Prime Strength and Constitution
Skills Athletics +5 (+10 swim), Endurance +3, Intimidate +3, Survival +3 (+13 when tracking bleeding creatures)
Deity Greenwyrm

Cold Weakness: As a reptile, a monitor lizard is fatigued and suffers a -5 penalty on Endurance checks when the temperature is below freezing.
Improved Rush: The monitor lizard can shove an adjacent target. If the target fails to resist using Fortitude, it is pushed back 5 ft and falls prone. The monitor lizard enjoy a +5 bonus on its attack when doing this and must move at least 10 ft in a straight line just prior to using this ability. This ability counts as Bull Rush and Trip for the purpose adjudicating counter-maneuvers.
Nasty Bite: An adjacent foe suffers 1 wound damage. Reflex resists.
Regrow: A monitor lizard regrows a lost tail or limb after 1d8+6 days.



Monkey (lvl 0)

This furry, frenetic biped stands about 1 ft high. It tends toward extreme reactions, whether fight, flight, feint or flurry. A skilled trainer can teach it tricks.

Type Tiny Neutral Animal
Vision Low-light ; Perception +11 ; Stealth +23
Initiative +3

Speed 30 ft , Climb 30 ft
Attack d20+3 ; Bite (1d4-3, reach 2½ ft)
DR 1 (thick fur) or 3 (with barding) ; Wp 2 ; Vp 2
Fort 12, Reflex 20, Will 11

Str 5, Con 10, Dex 17, Int 3, Wis 12, Cha 5
Prime Dexterity and Wisdom
Skills Acrobatics +18, Appraise +1, Athletics -1 (+7 climb), Music +2 (+7 play instrument), Trick +13 (or +28 on either juggle, lasso, pickpocket or tie knot)
Deity Shirvna

Jump: A monkey can leap outward, downward or upward up to 30 ft as a standard action without a running start, Athletics check or fear of harm on impact. Costs 1 vitality.
Lone Hunter: A monkey cannot be surprised when alone.
Major Tricks: A monkey may be taught up to 12 tricks that it executes as a standard action upon verbal command in 1 language. Tricks include attack, come, defend, down, fetch, guard, heel, perform, seek, stay, track, and work. Teaching 1 trick requires 1 week and a successful DC 15 Handle Animal check. When commanded, if the situation is confusing or involves danger, or the commander is not the trainer or owner, then the monkey only executes the trick on a DC 18 Handle Animal check.

Moose (lvl 0)

This daunting beast stands 5 to 7 ft high and weights 1,000 to 1400 pounds. Males sport antlers that span up to 6 ft across. The moose has few natural predators and is a terrible force when cornered. A moose can be domesticated as a calf but it doesn't take kindly to riding, milking or similar chores.

Type Large Neutral Animal
Senses Low-light, Scent ; Perception +7; Stealth +2
Initiative +2

Speed 40 ft
Attack d20+3 ; Gore (1d4+6, or 2d6+6 for a male moose) ; Hooves (1d6+4/1d6+4)
DR 3 (thick hide) ; Wp 12 ; Vp 6
Fort 16, Reflex 14, Will 11

Str 19, Con 18, Dex 15, Int 2, Wis 14, Cha 7
Prime Strength and Constitution
Skills Athletics +14, Endurance +14
Deity Yeurgit

Endure Elements: The moose ignores effects of extreme temperature. It can exist comfortably in conditions between -40° and 140° F without harm. Its gear is also protected. This benefit is continuously in effect even when it is unconscious.
Powerful Charge: As a swift action, apply +5 on the moose's next attack roll and +15 damage to its next damage roll using one of its natural weapons. It must move at least 10 ft in a straight line just prior to using this ability.

Mouse (lvl 0)

These palm-sized cute omnivorous rodents thrive almost anywhere, though they gravitate to warm homes with plentiful food. Mice flee at the slightest sign of danger and are difficult to target.

Type Tiny Neutral Animal
Senses Low-light, Scent ; Perception +16 ; Stealth +28
Initiative +8

Speed 15 ft, Swim 15 ft, Climb 15 ft
Attack d20+3 ; Bite (1d3-4, reach 2½ ft)
DR 0 ; Wp 2 ; Vp 2
Fort 10, Reflex 25, Will 13

Str 2, Con 10, Dex 17, Int 2, Wis 12, Cha 4
Prime Dexterity and Wisdom
Skills Acrobatics +18, Survival +16
Deity Esmariah

Dodge: As an immediate action, the mouse ignores 1 melee weapon attack before it knows whether it is hit. Requires Dexterity 15+ and works only in Light or no barding. Costs 2 vitality.

Evasion: A mouse can avoid attacks with great agility. When it successfully resists an attack using Reflex, it takes no damage as it dodges out of the way, even if it would normally suffer a partial effect. It still takes full damage when it fails to resist. It does not gain this benefit when it is helpless or wearing Heavy barding.

Scurry: The mouse easily passes through a foe's space. If it beats the foe's Reflex as a swift action, it freely passes through the foe's space at its usual speed. If not, it stops adjacent to the foe and does not pass it.

Octopus (lvl 0)

This bottom-dwelling sea creature is 2-4 ft long and weighs 35 pounds. It has 8 tentacles and a hard beak. It is highly intelligent, sensitive, and prone to hide.

Type Small Neutral Animal
Vision Low-light ; Perception +11 ; Stealth +12 (+25 to hide in water)
Initiative +3

Speed 15 ft , Swim 30 ft
Attack d20+3 (+8 grapple) ; Tentacles (0) or Bite (1d3+1)
DR 2 (rubbery hide) ; Wp 5 ; Vp 2
Fort 11, Reflex 17, Will 18

Str 12, Con 11, Dex 17, Int 4, Wis 12, Cha 3
Str Dexterity and Wisdom
Skills Acrobatics +10 (+18 escape checks), Athletics +3 (+11 swim checks)
Deity Iblis

Aquatic: An octopus breathes water rather than air. It can survive indefinitely in water and immediately begins suffocating in air.

Cold Adapted: As an aquatic creature, an octopus ignores the effects of low temperature down to -40° F.

Improved Grapple: The octopus grapples an adjacent foe up to 1 size larger than itself when it beats the foe's Fortitude and has at least 1 tentacle free. Apply a +5 bonus to initiate or resist grappling. A grappled creature cannot move and can only use a Light melee weapon already in hand. Each round, the octopus must expend a move action to maintain the grapple, and the foe can try to beat the octopus's Fortitude as a standard action to break the grapple. If the octopus desires, it can block a grappled foe's mouth to prevent speech.

Ink Cloud: As a swift action up to 1x per minute while in water, an octopus can emit a 10-ft-cube cloud of jet-black ink. The cloud provides concealment, which the octopus normally uses to escape. All vision within the cloud is obscured. The cloud lasts 1 minute.

Jet: As a standard action in water, the octopus jets backward at a speed of 200 ft in a straight line, finishing movement at the end of its turn. Each use beyond the first requires a DC 18 Endurance check. Otherwise, the octopus must wait 1 minute before it jets again.

Lone Hunter: An octopus cannot be surprised when alone.

Short Lifespan: An octopus has a lifespan of 1d4 years. Moreover, after mating, it lives only 1d4 months.

Owl (lvl 0)

This territorial, nocturnal bird is 1 to 2 ft long and has a wingspan up to 6 ft. It is keen-eyed and a swift, silent hunter. Owls resist most attempts at training.

Type Tiny Neutral Animal
Vision Low-light ; Perception +19 (+37 when flying) ; Stealth +15 (+32 when flying)
Initiative +3

Speed 10 ft , Fly 40 ft
Attack d20+3 ; Talons (1d4-3, reach 2½ ft)
DR 2 (feathery hide) ; Wp 2 ; Vp 2
Fort 11, Reflex 12, Will 16

Str 4, Con 10, Dex 17, Int 2, Wis 15, Cha 5
Prime Dexterity and Wisdom
Skills Acrobatics +13 (+18 when flying), Intimidate +2
Deity Maiya

Lone Hunter: An owl cannot be surprised when alone.

Minor Tricks: An owl may be taught up to 4 tricks that it executes as a standard action upon verbal command in 1 language. Tricks include come, guard, scout, and stay. Teaching 1 trick requires 1 month and a successful DC 18 Handle Animal check. When commanded, if the situation is confusing or involves danger, or the commander is not the trainer or owner, then the owl only executes the trick on a DC 25 Handle Animal check.

Pony (lvl 0)

The statistics presented here describe a small horse, under 5 ft tall at the shoulder. They can carry much weight. Ponies are otherwise similar to light horses and cannot fight while carrying a rider.

Type Medium Neutral Animal
Senses Low-light, Scent ; Perception +13 ; Stealth +1
Initiative +1

Speed 40 ft
Attack d20+3 ; Hooves (1d3+2)
DR 2 (light hide); Wp 10 ; Vp 3
Fort 20, Reflex 15, Will 13

Str 15, Con 12, Dex 13, Int 2, Wis 13, Cha 6
Prime Strength and Wisdom
Skills Athletics +12, Endurance +16, Survival +11
Deity Voktra

Bear's Endurance: Apply a +5 bonus on Endurance checks (already in the above statistics block). Also, the pony enjoys a +5 bonus to resist attacks that cause fatigue or exhaustion, and it can sleep in barding without experiencing fatigue the next day.

ENDURE ELEMENTS: A pony ignores effects of extreme temperature. It can exist comfortably in conditions between -40° and 140° F without harm. Its gear is also protected. This benefit is continuously in effect even when it is unconscious.

MINOR TRICKS: A pony may be taught up to 4 tricks that it executes as a standard action upon verbal command in 1 language. Tricks include come, defend, down, and stay. Teaching 1 trick requires 1 month and a successful DC 18 Handle Animal check. When commanded, if the situation is confusing or involves danger, or the commander is not the trainer or owner, then the pony only executes the trick on a DC 25 Handle Animal check.

SUPERIOR PACK MULE: Treat the pony's Strength score as 8 points higher than normal (typically 23) when determining its carry capacity.

PORPOISE (LVL 0)

Porpoises are mammals that tend to be playful, friendly, and helpful. A typical porpoise is 4 to 6 ft long and weighs 110 to 160 pounds. The statistics presented here can also describe any small whale.

TYPE Medium Neutral Animal
SENSES Low-light, Aquatic Blindsight 120 ft ; PERCEPTION +10 ; STEALTH +13
INITIATIVE +3

SPEED 0 ft, SWIM 70 ft
ATTACK d20+3 ; Slam (2d4)
DR 1 (light hide) ; WP 7 ; VP 3
FORT 13, REFLEX 15, WILL 11

STR 11, CON 13, DEX 17, INT 4, WIS 12, CHA 8
PRIME Dexterity and Wisdom
SKILLS Acrobatics +11, Athletics +5 (+10 swimming), Insight +4
DEITY Beyos

AQUA SKIN: A porpoise lives in the water and must stay moist. It can remain out of water for 4 hours + 1 hour per level. Afterward, it suffers 1 vitality damage per hour until it fully immerses itself in water for at least 1 hour.

AQUATIC BLINDSIGHT: A porpoise notices creatures within 120 ft concealed by invisibility, darkness or other effects as easily as if they stood unaided in broad daylight. This ability draws upon myriad natural clues such as scent and vibration but it is also magical in nature. This ability only works in water.

COLD ADAPTED: As an aquatic creature, a porpoise ignores the effects of low temperature down to -40° F.

DEEP DIVER: A porpoise can descend to a depth of 500 ft in water without suffering ill effects such as nausea or unconsciousness.

HOLD BREATH: A porpoise can hold its breath for 8x longer than a human and does not suffer effects of over-hydration due to extended immersion in water.

MAJOR TRICKS: A porpoise may be taught up to 12 tricks that it executes as a standard action upon verbal command in 1 language. Tricks include attack, come, defend, down, fetch, guard, heel, perform, seek, stay, track, and work. Teaching 1 trick requires 1 week and a successful DC 15 Handle Animal check. When commanded, if the situation is confusing or involves danger, or the commander is not the trainer or owner, then the porpoise only executes the trick on a DC 18 Handle Animal check.

RABBIT, PRIMEVAL (LVL 0)

This small furry creature has long floppy ears and over-sized feet. It eats copiously, breeds rapidly, and tends to stymie predators with a humorous ease.

TYPE Small Neutral Animal
SENSES Low-light ; PERCEPTION +16; STEALTH +18
INITIATIVE +3

SPEED 50 ft
ATTACK d20+3 ; BITE (1d3-4)
DR 0 ; WP 5 ; VP 1
FORT 11, REFLEX 20, WILL 11

STR 3, CON 9, DEX 16, INT 2, WIS 12, CHA 7
PRIME Dexterity and Wisdom
SKILLS Acrobatics +5 (+10 when jumping)
DEITY Labat

DODGE: As an immediate action, the primeval rabbit ignores 1 melee weapon attack before it knows whether it is hit. Requires Dexterity 15+ and works only in Light or no barding. Costs 2 vitality.

IMPROVED EVASION: A primeval rabbit can avoid attacks with great agility. When it successfully resists an attack using Reflex, it takes no damage as it dodges out of the way, even if it would normally suffer a partial effect. Even if it fails to resist, it only suffers ½ damage. It does not gain this benefit when it is helpless or wearing Heavy barding.

RHAMPHORHYCHUS (LVL 0)

This brightly-colored dinosaur sports a 5-ft span of leathery wings, bright shiny eyes, and an overly large head with a mouth full of sharp teeth. Like a bird, it chirps. It can also lash out with its long thin tail.

TYPE Tiny Neutral Animal
SENSES Low-light, Scent ; PERCEPTION +12; STEALTH +13
INITIATIVE +3

SPEED 10 ft, FLY 40 ft
ATTACK d20+3 ; Bite (1d4-3) or Tail (1d3-3)
DR 1 (light hide) ; WP 2 ; VP 2
FORT 12, REFLEX 20, WILL 12

STR 5, CON 11, DEX 17, INT 2, WIS 14, CHA 7
PRIME Dexterity and Wisdom
SKILLS Acrobatics +13 (+18 fly)
DEITY Aeolis

EVASION: A rhamphorhychus can avoid attacks with great agility. When it successfully resists an attack using Reflex, it takes no damage as it dodges out of the way, even if it would normally suffer a partial effect. It still takes full damage when it fails to resist. It does not gain this benefit when it is helpless or wearing Heavy barding.

LONE HUNTER: This animal cannot be surprised when alone.

RAVEN (LVL 0)

These glossy black birds are 2 ft long with a 4 ft wing span. Ravens combine both claws into a single attack. The statistics presented here can describe most non-predatory birds of similar size.

TYPE Tiny Neutral Animal
SENSES Low-light ; PERCEPTION +17 ; STEALTH +12
INITIATIVE +2

SPEED 10 ft, FLY 40 ft
ATTACK d20+2 ; Claws (1d2-5, reach 2½ ft)
DR 0 ; WP 2 ; VP 2
FORT 10, REFLEX 19, WILL 14

STR 1, CON 10, DEX 15, INT 2, WIS 14, CHA 6
PRIME Dexterity and Wisdom
SKILLS Acrobatics +17
DEITY Noctorian

DODGE: As an immediate action, the raven ignores 1 melee

Option: Critter Characters

Animals can be people too. Critters normally start at level 0 like people but lack the means to join character classes or take on professions. But due to magic, a few animals differ. Such animals are awakened to sentience and may pursue a class or profession as part of an adventuring life.

Critter Character (lvl 1)

Change the animal's type to magical beast and boost it to level 1. Apply +7 vitality, +1 faith points, and the following abilities.

Sentience: The animal becomes sentient. Boost its Intelligence by +6. It speaks 1 language such as Common. Also, it may retain its neutral alignment or it must be within 1 step of the critter's patron deity.

Advancement: The critter may advance in 1 class or townie profession. It must meet the requirements of that class as usual. It may not take on a second class though it may acquire multiple townie professions as a person would. If it advances in a class, its class level always equals 1 level lower than its character level.

Individuality: Every critter character is unique. Select 2 abilities from the race list below to complete the critter when it starts play. As it advances, select additional abilities whenever its level provides it with a new racial ability.

Animal Warrior: Apply a +1 bonus on attacks and +1d6 damage when using natural weapons such as teeth and claws.

Attribute Boost: Increase 1 attribute by +2. You may take this option twice, to improve 2 different attributes or to improve a single attribute by +4.

Darkvision: You see in conditions of total darkness as easily as full daylight. Darkvision is black and white only, but it is otherwise like normal sight.

Divine Boon: Every critter has a patron deity. Select a basic boon listed under the deity. You now permanently know this ability.

Enlarge: You can grow 1 size category for 5 minutes, growing from Tiny to Small or from Small to Medium. A larger size doubles height, applies a -2 penalty to Reflex, a +2 bonus to damage rolls, a +5 bonus on Athletics checks, +3 wound points, +10 ft speed, a +5 bonus to resist Bull Rush, Grapple, and Trip attacks, a -5 penalty on Stealth checks, and a 8x weight increase. Costs 1 vitality.

Fey Friend: Apply a +5 bonus on saves to resist fey magic abilities and a +5 bonus on Diplomacy and Insight checks involving fey creatures.

Hybrid Form: You can use 2 of your forelimbs to hold and manipulate items as a person, though you can only wield a Light weapon when doing so. Moreover you can use your hind-limbs to stand up or down as a swift action, though you only move at speed 10 ft when doing so. Aquatic animals cannot take this ability.

Magic Teeth and Claws: Your natural weapons such as teeth and claws count as magical weapons.

Self-Implement: When you use an ability that requires an implement, you may forego the implement without penalty. Conversely, when you use the implement, assuming you are able, you enjoy a +1 bonus on your attack roll for magic abilities that rely on the implement.

Skill Focus: Apply a +5 bonus to 1 skill chosen when taking this ability, or +10 once daily.

Toughness: Permanently boost maximum wound points by +3.

Tough Skin: Boost your DR by +1. Your natural armor such as fur, hide or scales is thicker than normal for your species.

Wilder: You enjoy a +2 bonus on Handle Animal, Heal, Intimidate, Nature, and Stealth checks.

Zest for Living: Boost your maximum vitality by +3 points.

weapon attack before it knows whether it is hit. Requires Dexterity 15+ and works only in Light or no barding. Costs 2 vitality.

Evasion: A raven can avoid attacks with great agility. When it successfully resists an attack using Reflex, it takes no damage as it dodges out of the way, even if it would normally suffer a partial effect. It still takes full damage when it fails to resist. It does not gain this benefit when it is helpless or wearing Heavy barding.

Improved Evasion: This improves Evasion, such that the raven only suffers ½ damage even when it fails to resist using Reflex.

Lone Hunter: A raven cannot be surprised when alone.

Spider, Primeval (lvl 0)

At about the size of a small dog, this creepy insect is much larger and more intelligent than its tiny cousins. While few can stomach these as pets, they act as excellent hunters.

Type Small Neutral Animal
Vision Low-light ; Perception +11 ; Stealth +12 (+20 when hiding) ; Initiative +3

Speed 30 ft , Climb 20 ft
Attack d20+3 ; Bite (1d4 + poison) ; Damage -2
DR 2 (chitin) ; Wp 5 ; Vp 2
Fort 11, Reflex 15, Will 12

Str 7, Con 10, Dex 17, Int 2, Wis 12, Cha 2
Prime Dexterity and Wisdom
Skills Acrobatics +13 (+18 in webbing), Athletics +3 (+8 when climbing), Intimidate +3, Survival +11 (+16 when tracking).
Deity Lilith

Lone Hunter: This spider cannot be surprised when alone.

Poison Bite: As a swift action, the spider transmits a mild poison as part of its next bite attack that round. An adjacent foe must resist using Fortitude or suffer 1d4 vitality damage, with a 50% chance to suffer an additional 1d4 vitality damage 5 minutes later.

Resist Poison: This spider enjoys a +5 bonus on saves to resist the effects of natural poison and it ignores the effects of its own poison.

Small Web: The spider shoots a sticky web that covers a 5-ft-square area out to 15 ft. A creature in the webbed area is instantly held fast. Each round beginning on its turn, a stuck creature can attempt a DC 15 Acrobatics or Athletics check to move out of the web. The web remains permanently or until it suffers 10 points of fire damage. The spider must wait 1d4 rounds between uses, to a maximum of 5 daily uses; or to use it whenever, it may expend 2 vitality.

Standing Leap: The spider's many strong legs allow it to make Athletics checks to jump without getting a running start at no penalty.

Tremorsense: As a swift action, the spider can detect and pinpoint any creature or object within 60 ft that is in contact with the ground or a shared support such as webbing.

Vermin Temperament: Spiders are hard to handle and resist aid. Apply a -5 penalty on Handle Animal and Heal checks made by or for the spider.

Squid (lvl 0)

This free-swimming mollusk has 10 arms, a slender body, and a pair of fins. The statistics here are for a man-sized specimen. Squid are fairly aggressive and are more feared than sharks in some locales.

Type Medium Neutral Animal
Senses Low-light ; Perception +5 ; Stealth +5
Initiative +3

Speed 0 ft, Swim 60 ft
Attack d20+3 (Grapple +8) ; Bite (1d6+2) or Arms (0 + Grab)
DR 3 (rubbery hide) ; Wp 10 ; Vp 2
Fort 14, Reflex 15, Will 11

STR 14, CON 11, DEX 17, INT 1, WIS 12, CHA 2
PRIME Strength and Dexterity
SKILLS Acrobatics +13, Athletics +12 (+17 swimming), Survival +6 (+16 when tracking bleeding creatures)
DEITY Cthulhu

AQUATIC: A squid breathes water rather than air. It can survive indefinitely in water and immediately begins suffocating in air.
COLD ADAPTED: As an aquatic creature, a squid ignores the effects of low temperature down to -40° F.
GRAB: When a squid hits using its Arms attack, it can use Improved Grapple as a swift action.
IMPROVED GRAPPLE: The squid grapples an adjacent foe up to 1 size larger when its tentacles are free and it beats the target's Fortitude. Apply a +5 bonus to initiate or resist grappling. A grappled creature cannot move from its space and can only use a Light melee weapon that is already in hand. Each round, the squid must expend a move action to maintain the grapple, and the foe can try to beat the squid's Fortitude as a standard action to break the grapple. If the squid desires, it can cover a grappled foe's mouth or suppress its windpipe to prevent speech.
INK CLOUD: While in water, a squid can emit a 10-ft-cube cloud of black ink every 1 minute as a swift action. The cloud remains for 1 minute, obscures all vision, and provides total concealment.
JET: Up to once per 2 minutes, a squid can move 240 ft backward in water in a straight line as a standard action.
LONE HUNTER: An octopus cannot be surprised when alone.
NASTY BITE: An adjacent foe suffers 1 wound damage. Reflex resists.
SHORT LIFESPAN: An octopus has a lifespan of 1d4 years. Moreover, after mating, it lives only 1d4 months.

SQUIRREL (LVL 0)

This agile tree-dwelling rodent sports a bushy tail and typically feeds on nuts and seeds. Squirrels are incredibly difficult to strike and they enjoy collecting odds and ends of all kinds.

TYPE Tiny Neutral Animal
SENSES Low-light ; PERCEPTION +16 ; STEALTH +14
INITIATIVE +9

SPEED 20 ft, CLIMB 20 ft
ATTACK d20+4 ; Bite (1d2-4, reach 2½ ft)
DR 0 ; WP 2 ; VP 1
FORT 9, REFLEX 21, WILL 13

STR 2, CON 9, DEX 19, INT 2, WIS 12, CHA 8
PRIME Dexterity and Wisdom
SKILLS Acrobatics +19, Athletics -4 (+10 Climb and Jump), Bluff +4, Survival +11
DEITY Majareet

DEFENSIVE ROLL: Whenever a squirrel would be reduced to 0 or fewer wound points, it suffers ½ damage instead. It must have Dodge or Evasion and be aware of the attack and able to react to it in order to use this ability.
DODGE: As an immediate action, the squirrel ignores 1 melee weapon attack before it knows whether it's hit. Works only in Light or no barding. Costs 2 vitality.
EVASION: A squirrel can avoid attacks with great agility. When it successfully resists an attack using Reflex, it suffers no damage as it dodges out of the way, even if it would normally suffer a partial effect. It still suffers full damage when it fails to resist. It does not gain this benefit when it is helpless or wearing Heavy barding.
EVASIVE COVER: Whenever a squirrel uses Evasion and cover is within range of its normal speed, it may move to that area as an immediate action and select that area to hide without being noticed.

SWAN (LVL 0)

This beautiful, large, and aggressive waterfowl averages 5 ft long and weighs 25 pounds as an adult. It sports pure white or black feathers and its rich meat is a treat.

TYPE Medium Neutral Animal
SENSES Low-light ; PERCEPTION +11; STEALTH +0
INITIATIVE +2

SPEED 10 ft, SWIM 30 ft, FLY 90 ft
ATTACK d20+2 ; Bite (1d4) or 2 Wings (1d3)
DR 1 ; WP 5 ; VP 3
FORT 13, REFLEX 14, WILL 11

STR 10, CON 12, DEX 15, INT 2, WIS 13, CHA 5
PRIME Dexterity and Wisdom
SKILLS Acrobatics +12 (+17 when flying), Intimidate +5
DEITY Mikulishna

EYE GOUGE: One adjacent foe loses an eye, suffers 1d4 wound damage, and endures a permanent -2 penalty on Perception checks if the swan beats its Reflex. Only Heal, Regenerate or similar powerful magic restores the eye. Costs 2 vitality.

TURTLE (LVL 0)

A thick, breastplate-like shell encases this reptile's body, from which only its tail, feet, and head might emerge. A turtle has powerful snapping jaws, can dive to great depths, and lives an unusually long time.

TYPE Small Neutral Animal
SENSES Low-light, Scent ; PERCEPTION +11; STEALTH +9
INITIATIVE -1

SPEED 10 ft, SWIM 20 ft
ATTACK d20+3 ; Bite (1d4-1 + wounding)
DR 5 (thick shell) ; WP 5 ; VP 5
FORT 15, REFLEX 9, WILL 13

STR 8, CON 16, DEX 8, INT 1, WIS 13, CHA 6
PRIME Constitution and Wisdom
SKILLS Athletics +4 (+9 swim), Endurance +13, Survival +11
DEITY Kronos

EXTENDED LIFESPAN: A turtle lives 80 to 100 years, much longer than typical for an animal of its small size.
FATHOM DIVER: A turtle can descend to a depth of ½ mile without experiencing ill effects such as nausea or unconsciousness.
WOUNDING BITE: When the turtle successfully bites a foe, the foe also suffers 1 wound damage. Fortitude resists.

URUS (LVL 0)

This wild ox sports large, formidable horns. Though similar to a domestic cow, it is more athletic. Its fur is chestnut, brown or black.

TYPE Large Neutral Animal
SENSES Low-light, Scent ; PERCEPTION +5; STEALTH +0
INITIATIVE +0

SPEED 40 ft
ATTACK d20+3 ; GORE (1d4+6, or 2d6+6 for a male urus)
DR 3 (thick hide) ; WP 12 ; VP 5
FORT 18, REFLEX 12, WILL 10

STR 23, CON 17, DEX 10, INT 2, WIS 11, CHA 4
PRIME Strength and Constitution
SKILLS Athletics +16, Endurance +13
DEITY Baal

ENDURE ELEMENTS: The urus ignores effects of extreme temperature. It can exist comfortably in conditions between -40° and 140° F without harm. Its gear is also protected. This benefit is continuously in effect even when it is unconscious.

PRODUCE MILK: A female urus produces 6 gallons of milk daily, sufficient to feed 6 persons or 2 mounts for that day. A male urus produces no milk but its horns deliver greater gore damage.

STAMPEDE: When 3+ uruses use Trample while adjacent to each other, they enjoy a +2 bonus on their attack roll.

TRAMPLE: By expending a standard action, a urus can trample all foes in spaces that it moves through that round. Such foes suffer 4d6 damage or ½ damage if Reflex resists.

VIPER (LVL 0)

Viper snakes rely on their venomous bite to kill prey and defend themselves. A viper's coloring indicates details about it. Vipers are ill-tempered but will only pursue easy prey.

TYPE Tiny Neutral Animal
SENSES Scent ; PERCEPTION +16 ; STEALTH +18 (+23 in 1 terrain set by its color, such as desert, marsh or arctic)
INITIATIVE +8

SPEED 15 ft , SWIM 15 ft, CLIMB 15 ft
ATTACK d20+3 ; Bite (1 + Poison, reach 2½ ft)
DR 2 (fine scales) ; WP 2 ; VP 2
FORT 12, REFLEX 15, WILL 13

STR 4, CON 11, DEX 17, INT 1, WIS 12, CHA 2
PRIME Dexterity and Wisdom
SKILLS Survival +11 (+16 when tracking warm-blooded creatures at night)
DEITY Asmodius

DODGE: As an immediate action, a viper ignores 1 melee weapon attack before it knows whether it is hit. Requires Dexterity 15+ and works only in Light or no barding. Costs 2 vitality.

LONE HUNTER: A viper cannot be surprised when alone.

POISON BITE: As a swift action, the viper transmits a mild poison as part of its next bite attack that round. An adjacent foe must resist using Fortitude or suffer 1d4 vitality damage, with a 50% chance to suffer an additional 1d4 vitality damage 5 minutes later.

RESIST POISON: A viper enjoys a +5 bonus on saves to resist the effects of natural poison and it ignores the effects of its own poison.

WASP, PRIMEVAL (LVL 0)

Giant wasps attack when hungry or threatened, stinging their prey to death. They take dead or incapacitated opponents back to their nests as food for their unhatched young to enjoy.

TYPE Small Neutral Animal
SENSES Darkvision, Low-light ; PERCEPTION +4 ; STEALTH +8
INITIATIVE +2

SPEED 10 ft, FLY 40 ft
ATTACK d20+3 ; Sting (1d2+1 + poison)
DR 12 ; WP 5 ; VP 2
FORT 13, REFLEX 20, WILL 9

STR 12, CON 10, DEX 16, INT 1, WIS 8, CHA 1
PRIME Strength and Dexterity
SKILLS Intimidate +11, Survival +4
DEITY Xyzok

DODGE: As an immediate action, the wasp ignores 1 melee weapon attack before it knows whether it's hit. Requires Dexterity 15+ and works only in Light or no barding. Costs 2 vitality.

IMMUNE TO SLEEP: This wasp is immune to sleep effects.

LONE HUNTER: This wasp cannot be surprised when alone.

POISON STINGER: As a move action, the wasp poisons its stinger. A foe struck by the stinger immediately suffers 1d4 wound damage with a 50% chance to suffer an additional 1d4 wound damage 5 minute later. Unused poison dissipates after 5 minutes.

VENGEFUL ANGER: When a foe successfully strikes the wasp in combat, apply a +1d4 bonus on all further damage rolls the wasp makes against that foe over the next 5 minutes.

WEASEL (LVL 0)

This feisty little mammal, which might be a ferret or similar critter, is a hyperactive and aggressive predator with a soft spot for those it bonds to.

TYPE Tiny Neutral Animal
VISION Low-light ; PERCEPTION +11 ; STEALTH +18
INITIATIVE +3

SPEED 20 ft , CLIMB 20 ft
ATTACK d20+3 ; BITE (1d3-4, reach 2½ ft)
DR 1 (fur) ; WP 2 ; VP 2
FORT 10, REFLEX 19, WILL 12

STR 3, CON 10, DEX 17, INT 2, WIS 12, CHA 5
PRIME Dexterity and Wisdom
SKILLS Acrobatics +13, Athletics +0 (+6 when climbing or swimming), Trick +13 (+23 when picking pockets).
DEITY Stolgar

DODGE: As an immediate action, a weasel ignores 1 melee weapon attack before it knows whether it's hit. Works only in Light or no barding. Costs 2 vitality.

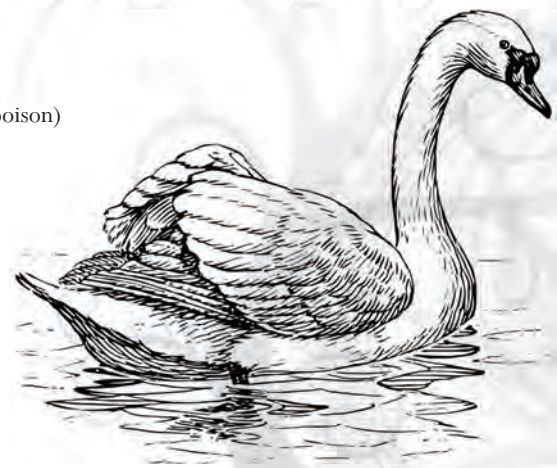
EVASION: A weasel can avoid falling and many attacks with great agility. When it successfully resists an attack or effect using Reflex, it takes no damage as it dodges and tumbles, even if it would normally suffer a partial effect. It still takes full damage when it fails to resist. A weasel does not gain this benefit when it is helpless or wearing barding.

IMPROVED ATTACH: When a weasel successfully bites a foe, it may latch on as a swift action with powerful jaws to automatically deal bite damage each round that it remains attached. The foe must spend a standard action and beat the weasel's Fortitude to dislodge it. While attached, the weasel can defend itself normally and attacks against the weasel have a 50% chance to target its foe instead.

LONE HUNTER: A weasel cannot be surprised when alone.

MINOR TRICKS: A weasel may be taught up to 4 tricks that it executes as a standard action upon verbal command in 1 language. Tricks include come, defend, down, and stay. Teaching 1 trick requires 1 month and a successful DC 18 Handle Animal check. When commanded, if the situation is confusing or involves danger, or the commander is not the trainer or owner, then the weasel only executes the trick on a DC 25 Handle Animal check.

SCURRY: The weasel easily passes through a foe's space. If it beats the foe's Reflex as a swift action, it freely passes through the foe's space at its usual speed. If not, it stops adjacent to the foe and does not pass it.



Insanity Cards

In a world where aberrations, fiends, and the undead threaten taint and insanity at every turn, characters often seek ways to remain sane. Fortunately, any character can gain a Disorder, which—ironically—can provide reprieve from threats to one's sanity. Each disorder offers benefits and hindrances that cancel each out. Thus, a character can take a disorder for free, and the disorder subsides only when the character remains free of insanity (0 taint points).

DISORDER: Treat your Wisdom score as 4 points higher than normal when determining how much taint you can withstand before going insane. In exchange, you suffer a chronic psycho-physiological disorder. The disorder never impacts combat. In combat, you always function normally regardless of the disorder's stated effects. In contrast, in every non-combat encounter, there is a 50% chance that you say, do or show something that "accidentally" highlights your disorder. Select 1 of the 9 disorders below.

Acute Paranoia (Fear)

"They" are out to get you.

Each morning, roll 1d6: 1-2) Suffer a -5 penalty on Insight checks and view strangers as foes; 3-4) Suffer a -10 penalty on Insight checks and view 1 ally as a foe; 5-6) No penalties and deny any paranoia. When viewing an ally as a foe, you look for excuses to expose them, provoke them to attack you, or put them in harm's way; however, you do not initiate combat with them except as you would normally.

Delinquency (Envy)

You steal and cause property damage.

Each morning, roll 1d6: 1-2) You make 5 attempts that day to steal items by making Trick checks, but you return or discard the items later out of guilt; 3-4) You only make 2 attempts, but you focus on destroying the items by making Athletics checks and possibly may return the broken items out of guilt; 5-6) No delinquency that day.

Distorted Perception (Lying)

You misperceive others' actions and intentions.

Each morning, roll 1d6: 1-2) You suffer strong distortion, with a -10 penalty on Perception and Insight checks. A negative result indicates unshakable confidence in a false reading of a person for the day; 3-4) You suffer mild distortion, with a -5 penalty on Perception and Insight checks; 5-6) No distortion.

Lavish Spending (Greed)

You over-spend due to gaming, lavish treats, generosity to allies, or other reasons that make sense at the time.

Each morning, roll 1d6: 1-2) You spend 2x as much on any purchases made that day, including food and lodging, up to 300 gp extra; 3-4) You spend 10% more (min. +1 gp) on any purchases that day, up to 30 gp extra; 5-6) Normal spending habits for the day. Over your career, you spend no more than 2,000 gp extra.

Multiple Personalities (Pride)

Your alignment and persona shift daily.

Each morning, roll 1d10 to learn what you display: 1-4) your true alignment, 5-6) any evil alignment, 7-8) any chaotic alignment, 9-10) the lawful good alignment. For each result, you identify with a different name, set of goals, and life story, as if you had multiple personalities. This may complicate your adventuring goals but not your class progression.

Nightmare Insomnia (Sloth)

You are plagued by dark, bloody, and tragic visions where you keep failing.

Each morning, roll 1d6: 1-2) You suffer exhausting nightmares and start your day with -3 vitality, plus you are fatigued even if you normally resist fatigue; 3-4) You suffer minor depression and start the day with -3 vitality; 5-6) You suffer no vitality penalty.

Rage Attacks (Wrath)

You are prone to verbal and physical outbursts that are vigorous but clumsy.

Each morning, roll 1d6: 1-2) Apply +5 bonus on Intimidate checks, a -10 penalty on Diplomacy checks, +2 damage, and -2 on all d20 rolls; 3-4) Apply a -10 penalty on Diplomacy checks; 5-6) No modification.

Sexual Deviancy (Lust)

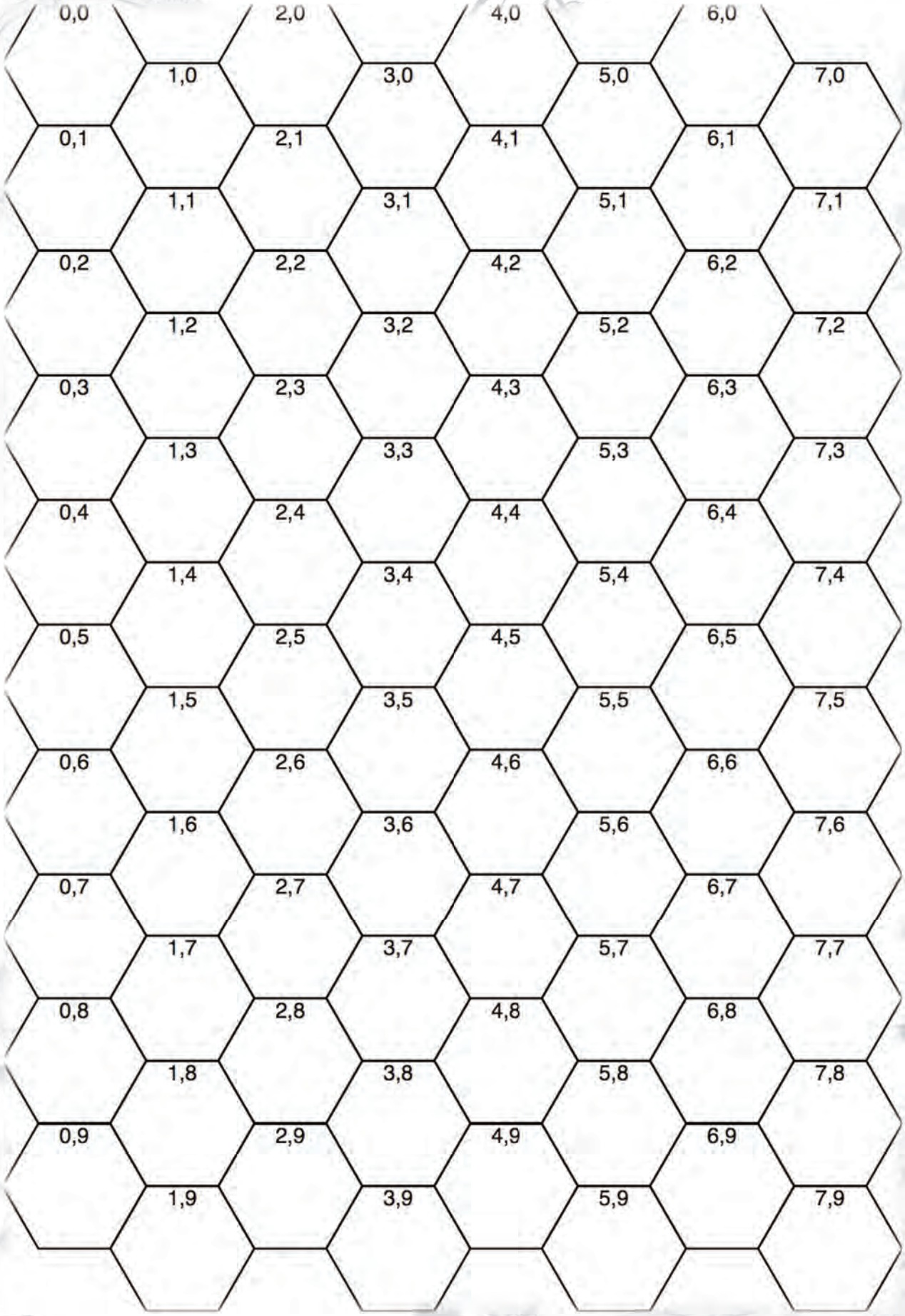
You harbor an atypical attraction.

Options include sadomasochism, inversion, necrophilia, etc. Pick a creature type (usually person), sex (male or female), and stance (dominant or submissive). Whenever you meet a creature with that type and sex, you must resist using Will (against its attack) or feel compelled, aggressively if needed, to consummate your attraction using the favored stance. Lasts 1 round (if resist) or 1 hour (if fail).

Substance Abuse (Gluttony)

You are drawn to overuse an illicit drug, medication or similar substance.

Each morning, roll 1d6: 1-2) You engage in heavy abuse, lose 2d6 gp and suffer -2 on all d20 rolls for the day; 3-4) You engage in no substance abuse but suffer -1 on all d20 rolls due to withdrawl symptoms; 5-6) You engage in light abuse, lose 1d4 gp and suffer no penalties. If you lack the gp to pay, you are instead suffering withdrawal symptoms.


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Tech Market

Here are commonly available items to equip characters in locales with electrotech, magitech, and voidcraft. Gear takes up slots. Your character's maximum slots equal his Strength score.

Armor & Shields

Item	DR	Cost	Slots
Void suit†	0	5000 gp	25
Mimetic skin†	+0	+5000 gp	+1
Buckler	+1	15 gp	1
Greatcoat	+1	15 gp	1
Light steel shield	+1	9 gp	1
Body suit†	2	2500 gp	2
Leather	2	10 gp	1
Silkweave[mwk]	2	310 gp	1
Greatcoat, reinforced	+2	30 gp	3
Technicoat†	+2/+4	2000 gp	2
Heavy steel shield	+2	20 gp	2
Mithral shield[mwk]	+2	320 gp	2
Studded leather	3	25 gp	1
Warmech clippons	3	325 gp	1
Elven mail[mwk]	4	400 gp	1
Battle suit, light†	4/5	2500 gp	1
Breatplate	5	200 gp	3
Chainmail	5	150 gp	3
Battle suit, medium†	6/8	10000 gp	3
Mechaplate[mwk]	6	1100 gp	3
Dwarfplate[mwk]	7	900 gp	3
Godswrought[mwk]	8	1800 gp	5
Battle suit, heavy†	9/12	35000 gp	5

* Items with "+" augment other items. Items with "†" are electrotech with batteries.

Basic Pack (3 slots, 13 gp)

This pack includes a travelers outfit, which you wear, plus the following items: standard ID papers, traveling papers, 2 days trail rations, a full waterskin, a backpack with a bedroll, a wooden holy symbol, 2 empty belt pouches (for coins), a sunrod (to light the way for up to 6 hours), and a tindertwig (to start camp fires).

Expert Pack (5 slots, 130 gp)

On top of a basic pack, consider an expert pack with more items: 50 ft of silk rope, 2 pitons and a grappling hook, a flask of oil (1 pint), a second sunrod, 2 more days of rations, a flask of alchemist's fire, a vial of antitoxin, a flask of holy water, a small mirror, a 10-ft pole, and a journal book with an ink vial and ink pen.

Electro-Gear (RPG, pg 180+)

Item (detail)	Cost	Slots
Anubis (detects life)	100 gp	1
Electro-stimitor (smarter)	5000 gp	2
Head lamp	250 gp	1
Heated jacket	250 gp	1
Multimeter (measures stuff)	500 gp	1
Night goggles	2000 gp	1
Phoretitron (cures disease)	5000 gp	2
Photograph	500 gp	5
Photograph record	1 gp	½
Pleasure orb	500 gp	½
Psychic fulcrum	5000 gp	2
Rebreather (safety mask)	2000 gp	1
Receiver, backpack (hear)	2000 gp	2
Scanning wand (analyzes)	2000 gp	1
Theremin (music)	500 gp	4
Transceiver (speak/hear)	5000 gp	3

Voidcraft Tickets (pg 208)

Craft (distance, time)	Cost
Skiff (1 hex in 1 day)	1200 gp
Cavort (3 hexes in 1 week)	2000 gp
Strider (4 hexes in 13 weeks)	750 gp
Starfinder (2 hexes in 1 year)	480 gp

Electric Vehicles* (RPG, pg 186)

Model (seats, weight)	Cost
Ekka Cart (2 seats, ½ ton)	5000 gp
Venturi Carriage (5 seats, 1 ton)	10000 gp
Aria Rover (4 seats, 2 tons)	20000 gp
Quadrigo Wagon (11 seats, 2 ton)	20000 gp
Hover boat* (10 seats, 4 tons)	20000 gp
Speeder* (1 seat, 600 lbs)	10000 gp

* Hover boat RPG, pg 186; speeder RPG, pg 189.

Construct Servants*

Make (level, size)	Cost
Ergo, standard (1st, Large)	1000 gp
Ergo, savant (2nd, Large)	4000 gp
Ergo, supron (5th, Large)	25000 gp
Mecha (3rd, Large)	9000 gp
Housebot, shell (1st, Medium)	1000 gp
Housebot, with engram (1st, Medium)	11000 gp
Engram, for housebot etc (-,-)	10,000 gp

* Ergo is at RPG pg 245; mecha is on pg 239, housebot is on pg 237, and engram is on pg 199.

Batteries* (RPG, pg 176)

Item	Statistics	Cost
Battery, Tiny	holds 2 ep	5 gp
Battery, Small	holds 15 ep	150 gp
Recharge crank	+1 ep/10 min.	6 gp

* Small battery is 2 slots; others 1 slot

Electro-Weapons (RPG, pg 178)

Weapon	Statistics	Cost
Flesh melter	1d6 wnd, 50 ft	5000 gp
Force blade	1d4/5d4	3000 gp
Nucl. ray gun	2d4 wnd, 90 ft	20000 gp
Shatter blaster	3d6, 80 ft	5000 gp
Sonic blaster	3d6, 30-ft cone	6000 gp
Zap gun	4d6, 30 ft	2000 gp

Firearms (pg 163, RPG pg 160)

Weapon	Statistics	Cost
Carbine	2d8, 60 ft	1200 gp
Glockenspiel	2d6, 30 ft	800 gp
Hunting rifle	2d10, 80 ft	750 gp
Machine gun	2d6 line, 40 ft	900 gp
Pistol	1d10, 50 ft	200 gp
Revolver	2d6, 30 ft	450 gp
Shotgun	2d8, 30 ft	500 gp
Shotgun, dbl barrel	2d8/4d8, 20 ft	1000 gp
Sniper rifle	2d12, 120 ft	2000 gp
Submac. gun	2d6 line, 50 ft	1200 gp

Basic Weapons (RPG, pg 160)

Weapon	Statistics	Cost
Dagger	1d4, 10 ft range	2 gp
Crossbow, light	1d8, 80 ft range	35 gp
Longsword	1d8	15 gp
Quarterstaff	1d6/1d6	1 cp
Rapier	1d6	20 gp
Shortbow	1d6, 60 ft range	30 gp

Potions (RPG, pg 176)

Potion	Cost	Slots
Curing	600 gp	¼
Healing	100 gp	¼
Heroism	600 gp	¼
Invisibility	600 gp	¼
Mana	600 gp	¼
Void	600 gp	¼
Water breathing	600 gp	¼

Living Standard	Weekly Cost	Example Lifestyle
Poor	3 gp	Use basic travelers accommodations.
Common	12 gp	Share quarters in inns with tavern meals.
Good	25 gp	Keep private quarters with fine food and clothing.
Extravagant	50 gp	Enjoy a luxury lifestyle with personal assistants.

INDEX

Find key terms in this book.

—A—

Aberration template 85
Abjurer 32
Adept 92
Advanced wonders 192
Advancement.....29
Aeolus 132
Age of electrotech 8
Aide (role) 7
Alchemist 34
Alien 85
Alt magic 156
Alternate realms 130
Anagakok Hermit 156
Angel 76
Anubis 133
Anura 244
Ape 244
Arachnid Mutant 211
Arch of the Third Eye 160
Archaeologist 211
Arcs of Heaven 158
Ardent Investigator 11
Armor 162
Ascetic Mystic 211
Aspirant Angel 76
Assassin 93
Astrologer 211
Aviator 94

—B—

Baal.....134
Badger 244
Bank notes 165
Banker 211
Basic wonders 184
Bat 244
Batfolk 17
Battlements 170
Battlemind 36
Beastmaster 95
Biographer 212
Bitter Thief of Always 160
Blank void grid 256
Blinding Whirlwind of Dune 160
Blood Mage 156
Boar 245
Boomerang 212
Boss (role) 7
Boxer 212
Brains Collector 212
Broken Gargoyle 77
Broken Throne of Sighs 160
Brute (role) 7
Builder.....212
Bull (see urus) 253
Bunker 165
Bush goat 248
Businesses 165

—C—

Cabal 235
Camel, riding 245
Cannibal Faun 78
Card Shark 212
Cards (insanity) 255
Cartographer 213
Cat 245
Cave cricket 246
Celebrity 96
Celestial template 76
Character disorders 5,255
Character sheet 260
Character themes 91
Charms 178
Chronicler 97
Chronomancer.....38
Church/temple 166
City Guard 11
Classes 28
Cog Wheels 158
College Student 11
Comedian 213
Communicators.....172
Community Shepherd 11
Compass & Threads 158
Compsognathus 246
Constable 213
Constrictor 246
Construct template 81
Conveniences 173
Cosmina 135
Counselor 98
Court of Wonders 158
Cow (see urus).....253
Crab 246
Creatures 234
Cricket, cave 246
Critter descriptions 244
Critter Keeper 214
Critters as familiars 248
Critter characters 252
Crocodile 246
Crusader 99
Cry of the Lost Wyrm 160
Cthulhu 136
Cthulhu Cultist 213
Cutpurse 214
Cyborg 42,81,100,199

—D—

Darklands Dweller 11
Dauntless Devotee 11
Dazo 137
Deities 129
Delvemage 40
Derby Driver 214
Derby Mechanic 214
Descent to Outer Darkness..160
Design an Immortal 75
Detective 101
Devil 88
Dinosaur 246,251
Diplomat 215
Dissolute Gambler 11
Divine Realms 130
Dog, hunting 247
Donkey 247
Double Jaws of Shame 160
Draconic Power 158
Draga 236
Dragon template 80
Dragoon 42
Dreadcrafter 215
Dreadnought Assaulter 215
Dreadnought Defender 215
Dreamwalker.....216
Dreamweaver 216
Dryad.....79
Drugs & poisons 164
Dynamic characters 16

—E—

Eagle 247
Earth Acolyte 216
Elan 18
Eldritch Archer 216
Electric Company 233
Electrotech 170
Electrotech culture 8
Elemental deities ..132,147,150,152
Elemental template 77,83
Emu 247
Endtimes Hunter 11
Energized Evangelist 12
Enforcer 216
Engrams.....116,199,237
Epic characters 29
Ergo Master 217
Etheric Realm 202
Ethernaut 102
Etherscope 201
Ethersite options 201
Ethertech 201
Evergreen Dryad 79
Everything Here is Optional 4
Exalted 103
Examiner 217
Exotic firearms 163
Explorer gear 164
Ezri 138

—F—

Face role 7
Faces Beneath the Skin 161
Faction Hand 12
Factions.....233
Faithful companion 16
False Dragon 80
Family Guardian 12
Far Voice 217
Fetching Courtier 12
Fates (see Nornir) 149
Faun 78
Fey Shiftling 157
Fey template 78,79,104
Feylorn 104
Field Chaplain 217
Fiend template 88
Fiendward 105
Fine Crafter 12
Firearms expert (kit) 163
Firebane 217
Fist 106
Flame Acolyte 218
Food & drink 164
Franken Golem 81
Frankenstein 218
Frog (see anura) 244
Furniture 164

—G—

Gadgeteer 44
Gamer 218
Gan 19
Gargoyle 77
Gear 164
Genie 83
Genie Initiate 218
Genie Sycophant 157
Geomancer 107
Ghost 89
Ghul 20
Goat 248
Golem 81
Goyle 46
Grave Claws 158
Grayshirt 218
Grenadier 48
Grid, blank 256
Group Traits ..234,235,240-242
Grungar 139
Gunsmith 219

—H—

Hardened Inmate 12
Hawk 248
Hell's Profanities 159
Historian 219
Hobo 219
Home & office furnishings ..164
Hospital 166
Host 108
Housebot 237
Hunter 82
Hunting dog 247
Hydro-dam 166
Hyena 249
Hypertech (see magitech) ...198
Hypertech generator 203
Hypnotherapist 219

—I—

Iblis.....140
Illusionist 50
Immortal build ..21,26,100,138,206
Immortal Hunter 82
Immortal options 80
Immortals.....74
Incubator 219
Industrialist 109
Innkeeper 220
Insanity cards 255
Intermediate wonders 187
Intrepid Traveler 12
Iron Homesteader 13
Irradiated Mutant 13

—J—

Jet Guard 220
Jet Mage 221
Jet Main 220
Jet-pack.....177

—K—

Key Terms 30
Kibble 238
Kinds of void worlds 209
Kit descriptions 11-15
Kit, firearms expert 163
Kits 10
Kits, Spell 156
Kronos 141

—L—

Labat 142
Lamp Genie 83

Lancer 52
Lapidary 221
Legendary Power 16
Legion of Furious Limbs 161
Life Immortal 75
Life with magitech 198
Lightbringer 54
Lightkeeper 221
List of Void worlds 209
Lizard 249
Lovely Distractions 159
Lurker (role) 7

—M—
Machine gun 162
Magic items 178
Magister 56
Magistrate 221
Magitech 198
Magnetus 222
Magus 58
Majareet 143
Making the most of challenges 75
Mana Cabalist 157
Mana points 156
Many Options 4
Marshal 60
Mass Combat 234
Material components 158
Materials for spells 158
Maybe you can (option) 31
Mecha 110,239
Mechanaut 110,239
Medic 111
Medical Alchemist 13
Metal-Urge 112
Mikulishna 144
Mind machines 175
Mind's Many Mirrors 159
Mindkilter 222
Minerva 145
Miser 222
Mob 240
Modekar 146
Monastic Disciple 13
Monitor lizard 249
Monkey 249
Monster Sage 222
Moose 249
Moppet 21
Mortal heroics 16
Motor Hound 13
Motorist 113
Mouse 250
Movement rule (option) 28
Mutant template 82,87
Mystic Protege 222
Mystic Werewolf 84

—N—
Nature's Allies 159
Neria 147
Noble Immortal 75
Noctorian 148
Noggin 222
Nornir 149
Nucleonics plant 167

—O—
Occultist 114
Octopus 250
Options:
Character Disorders 5
Critter Characters 252
Epic Characters 29
Mana Points 156
Maybe You Can 31
Split Moves are Free 28
Supplicate Deity 128
Owl 250

—P—
Paragon wonders 196
Party roles 7, 31
People 210
Phrenic Alien 85
Phrenologist 223
Physiotherapist 223
Poet 223
Polytheist 115
Pony 250
Popinjay 223
Porpoise 251
Posse 241
Potions 180
Potions & Pills 159
Power sources 170
Priest 62
Property & businesses 165
Property Investor 13
Prophet 87
Psi-Tech 224
Psychiatrist 224
Psychic Reader 13
Psychic Sentinel 224
Punisher 224
Pyros 150

—R—
Rabbit 251
Races 16
Racial Exemplar 14
Rattis Mutant 225
Raven 251
Ravenmain 225
Redeemed Debtor 14
Redshirt 225
Reflections of the Vampire .. 161
Regenerationist 225
Resources for Void Adventures .. 206
Restive Vampire 86
Rhamphorhychus 251
Risen Quester 14
Roboticist 116
Rocketeer 117
Royal Cabinet 233
Rugged Survivalist 14

—S—
Samurai 64
Sandman 225
Satyr 78
Savant 66
Scarred Prophet 87
School 168
Scion 129
Selecting a Theme 90
Sha'ir 119
Shade 118
Shadeling 22
Shirvna 151
Siege Master 226
Silent Magician 157
Skyrock Corporation 168
Skyscraper 168
Sleuth (role) 7
Snake 246,254
Soldier 120
Soul Trader 226
Spartan Trainee 14
Spell kits 156
Spell materials 158
Spell Researcher 157
Spellbinder 121
Spider 252
Spirits 160
Split Movement 28
Spriggan 23
Squad 242
Squirrel 253
Stage Illusionist 226
Stalwart Veteran 14
Star maps 208
Star Masons 233
Steam canister 52,169
Steam lance 52,169
Steamgear 169
Steamknight 122
Strange Days 159
Strangling Root of Eternity... 161
Street Hustler 226
Street Ruffian 14
Streetbot 237
Strider voidcraft 207
Submachine gun 162
Submersible 176
Summoner 68
Supernal 123
Supplicate deity 128
Swag 226
Swan 253
Sympathetic Caster 157

—T—
Talented Celebrity 14
Tattoo Artist 227
Tax Collector 227
Tech market 257
Technics Engineer 15
Technomancer 70
Templates 76-89
Temporal Agent 227
Temporal Mercane 227
Temporal Scholar 228
Terron 152
The Etheric Realm 202
The Skyrock Corporation ... 168
Themes 90
Theosophist 228
Theta 24
Theurge 124
Time Traveler 125
Titan Touched 228
Toad (see anura) 244
Tools & skill kits 164
Torn Wings of Angels 161
Torpedoes 176
Totemist 126
Tough Gladiator 15
Townies 210
Toy Maker 228
Transmoglomaniac 229
Transports 175
Truename Scholar 229
Turtle 253
Types of void worlds 209
Tyro Devil 88

—U—
Unbound Ghost 89
Urban Scythe 229
Urban Sophisticate 15
Undead template 86,89
Urgoyle 229
Urus 253
Using Abilities 30

—V—
Vampire 86
Vanara 25
Venture Capitalist 15
Vermix 229
Vesper Mutant 230
Vestige of the Hag Countess .. 161
Vile Diabolist 157
Viper 254
Viper Mutant 230
Vivilor 243
Vodron 26
Void Acolyte 230
Void adventures 206
Void Traveler 230
Void Trekker 15
Void worlds 209
Void-tech 203
Voidcraft 206
Voidmage 72
Voidmain 127

—W—
Wasp 254
Watson 230
Weapons 162
Weasel 254
Wellspring 231
Werewolf 84
What's Inside 5
What's magitech? 198
Wheels Turn within Wheels 161
Whence the Gods 128
Wild Warrior 15
Wind Acolyte 231
Wind plot (windmill) 169
Witch Yaba 154
Wondrous Crafter 157
Woodling 27
Worlds of the Void 208
Wose Grinch 231
Wrestler 231

—X—
Xyzok 153

—Y—
Yaba 154
Yeurgit 155

—Z—
Zen Artist 231
Zen Mounted Archer 232
Zen Swordsman 232
Zipper 232

Radiance Character Sheet

Player Name

Character Name

Class/es and Level

Theme/s

XP

Appearance

Race Size Sex Age Bracket Comeliness

Age Height Weight Skin Hair Eyes

Kits/Templates

Religion

Alignment Faith Pts

Deity

Attributes

	Score	Attribute Modifier
STR		
CON		
DEX		
INT		
WIS		
CHA		

Encounters

Initiative Bonus = + (Dex Mod)

Vision/Senses:

Languages:

Attack

Class Prime Attribute

Attack Bonus = 1/2 level + Prime Mod

Skills

		Attr Mod		Other
Acrobatics	=		Dex +	
Appraise	=		Int +	
Arcana	=		Int +	
Athletics	=		Str +	
Bluff	=		Cha +	
Craft	=		Int +	
Diplomacy	=		Cha +	
Disguise	=		Cha +	
Dungeoneering	=		Int +	
Endurance	=		Con +	
Handle Animal	=		Wis +	
Heal	=		Wis +	
History	=		Int +	
Insight	=		Wis +	
Intimidate	=		Str +	
Literacy	=		Int +	
Mechanics	=		Dex +	
Music	=		Cha +	
Nature	=		Int +	
Nobility	=		Cha +	
Perception	=		Wis +	
Pilot	=		Dex +	
Religion	=		Wis +	
Stealth	=		Dex +	
Streetwise	=		Cha +	
Survival	=		Wis +	
Technics	=		Int +	
Trick	=		Dex +	
Warcraft	=		Int +	

Hit Points

	Max	Current
Wounds		
Vitality		

Max Vitality = level * 5 + Con Mod

Napped Today?

Other:

Saves

		1/2 level	Attr Mod	Other
Fort	=10+		Str Con	
Reflex	=10+		Dex Int	
Will	=10+		Wis Cha	

Resistances:

Movement

	Best	Current
Speed		

Other:

Damage Reduction

Armor:

DR = Armor + Shield + Other

Weapons

Weapon	Rating	Attack	Damage	Range	Special

Notes:

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World Date

Location

Current Situation

Background / Affiliations

Culture | Nation | ID?

Faction | Patron | Sigil

Family & Followers

Name	Race/Profession	Name	Race/Profession	Name	Race/Profession

Gear

Item Description	Slots	Item Description	Slots

Special

Wealth

cp: _____ sp: _____ gp: _____ pp: _____

Gems / Jewels: _____

Property: _____

Monthly Income: _____ Monthly Upkeep: _____

Encumbrance

Total Slots

Max Slots

Over-loaded?

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Version 1.1 Updates for "Radiance Expansion Kit"

Page 31: Under "Damage", text is clarified to align with Players Guide version W2.

Page 40: Night Vision is changed to a nonmagical ability.

Page 48: Replace with Variant Bomb with Vandalier.

Page 52: Lancer Starting Gold is now 2d4 x 10 + 275 (325 gp).

Page 69: Added a new Paragon ability, "Awesome Eidolon".

Pages 76–89: For each immortal's Design Guide, any missing abilities were added.

Pages 86, 88, and 89: Replace Darkvision or Nethersight with Night Vision.

Page 107: Geomancer: For Entry, you can take Zap Ray as your first award. Zap Ray is now a magical ability. Also, Pump Geonode improves Tap Geonode (not Tap Leyline).

Page 148: Mass Charm costs 5 vitality.

Page 156: The word "permanently" is added to the Mana Points box for clarity.

Page 252: The Squid entry is corrected to read as Squid (not Primeval Spider).

Page 260: Misaligned vitality point box was fixed.


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